```
define a = Character("Millie", color = "CADCF1")
define b = Character("Colette", color = "66531A")
define c = Character("Grayle", color = "4E420A")
define d = Character("Marllow", color = "EDECBD")
define e = Character("?", color = "080808")
define f = Character("Cleo", color = "7B8B89")

define g = Character("{i}*Millie in her thoughts*{/i}", color = "CADCF1")
define h = Character("{i}*Cleo in her thoughts*{/i}", color = "7B8B89")

define i = Character("News Anchor", color = "2B5158")
define j = Character("News Reporter", color = "2A5028")

define config.default_music_volume = 0.7
define config.default_sfx_volume = 0.7
define config.default_voice_volume = 0.7

# The game starts here.

label start:



scene bg intro0
with dissolve

scene bg intro0
with dissolve

scene bg intro9
with dissolve
"Click to continue."


scene bg intro
with dissolve
"Click to continue."



scene bg intro2-1
with dissolve
```

"Click to continue."

scene bg intro2-2
with dissolve
"Click to continue."

scene bg intro2-3
with dissolve

scene bg intro2-3
with dissolve

scene bg intro2-4
with dissolve

scene bg intro2-4
with dissolve

scene bg intro2-5
with dissolve

scene bg intro2-5
with dissolve

scene bg intro2-6
with dissolve

scene bg intro2-6
with dissolve

scene bg intro2-7
with dissolve

scene bg intro2-7
with dissolve

scene bg intro2-8
with dissolve

scene bg intro2-8
with dissolve
"Click to continue."

```
scene bg intro0
with dissolve

scene bg intro0
with dissolve

scene bg intro0
with dissolve

scene bg intro3
with dissolve

scene bg intro3
with dissolve

scene bg intro3
with dissolve

scene bg intro4
with dissolve

scene bg intro4
with dissolve

scene bg intro4
with dissolve

scene bg intro0
with dissolve

scene bg intro0
with dissolve

scene bg intro0
with dissolve

scene bg intro5
with dissolve

scene bg intro5
with dissolve

scene bg intro5
```

with dissolve

scene bg intro6
with dissolve

scene bg intro6
with dissolve

scene bg intro6
with dissolve

scene bg intro0
with dissolve

scene bg intro0
with dissolve

scene bg intro0
with dissolve

scene bg intro0
with dissolve

scene bg intro7
with dissolve

scene bg intro7
with dissolve

scene bg intro7
with dissolve

scene bg intro8
with dissolve

scene bg intro8
with dissolve

scene bg intro8
with dissolve

scene bg intro0

with dissolve

scene bg intro0
with dissolve

scene bg intro0
with dissolve
"Click to continue."

scene bg intro0
with dissolve

scene bg shlivingroom
with dissolve

#SCENE1

e "Breaking news"
i "These past few days, 50 people have suddenly disappeared in a town called RedLakeVille."
i "The whereabouts of these people is still unkown."
i "Authorities are still trying to find a main lead for the disappearances. "
i "A search has began for the missing persons however, they have made zero progress in their investigation."
i "Zammy,what are your reports in the situation?"

j "It's quite the unfortunate event that even today kidnappings still occur in our modern day and age."
j "This exact house right here is where 6 out of the 50 missing persons lived and presumably got kidnapped."
j "Their neighbors stated that the family that lives in this house had no visitors during the time of their disappearances."
j "The house had security cameras and even had well-locked doors but it was still not enough."

i "How is that even possible? Their house was well secured from every angle and they still got nabbed?"

j "Unfortunately, yes Aldrin. It looks like the culprits planned this very well."
j "The doorknobs doesn't have any fingerprints, and CCTV cameras caught absolutely nothing."
j "Some of the people here even stated that noone kidnapped them but rather got taken by some kind of mystical creatures known as 'The Dreads'."

i "The Dreads?"

j "Yes Aldrin. They say that The Dreads likes to feed on people who lacks sleep."
j "They stated that when a person lacks sleep, the more the brain rots and that apparently attracts The Dreads."
j "And that's how they disappeared, according to the locals."

i "That's quite the theory they have, Zammy."

j "As of now the people living in RedLakeVille are also fortifying their security by adding voice coding, fingerprints and even riddles and cipher passwords just to remain safe during these hard times."
j "Back to you Aldrin."

i "Like I said, authorities are still trying to find a main lead for the missing persons."
i "We advise the people living in RedLakeVille to stay inside their homes and lock all doors."
i "And don't go outside during night time."
i "I am Aldrin and this is Anytime, Anywhere News."

#SCENE 2
scene bg shlivingroom
with dissolve
play music "audio/Monplaisir - Part 1.mp3" loop

a "That's enough tv for one day."

scene bg shkitchenmom1
with dissolve
b "Macy!"
b "Dinner's almost done."

scene bg shlivingroom
with dissolve
a "Noted mom!"

a "I should go and check Mom."

label shlivingroom1:

scene bg shlivingroom

```
with dissolve

call screen chapter1livingroom1stscene
screen chapter1livingroom1stscene:

    imagebutton:
        xanchor 0.0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("shlivingroom2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("bgslhexit")

label shlivingroom2:

scene bg shlivingroomtwo
with dissolve

call screen chapter1livingroom1stscene2
screen chapter1livingroom1stscene2:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("shlivingroom1")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.085
```

```
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("bgslhexit")



label bgslhexit:
scene bg slh exit
with dissolve


call screen bg_slh_exit
screen bg_slh_exit:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.2
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("shlivingroom1")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.8
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("shlivingroom2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.97
        ypos 0.75
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("shkitchen2")

    imagebutton: ######################         THIS LEADS OUTSIDE
```

```
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.75
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("outsidelocked")

    imagebutton: ####################          THIS LEADS TO THE 2ND FLOOR
        xanchor 0.5
        yanchor 0.5
        xpos 0.02
        ypos 0.8
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("outsidelocked")

label outsidelocked:
a "I should go and check Mom."
jump bgslhexit



label shkitchen2:
scene bg shkitchenmom2
with dissolve

call screen shkitchen2
screen shkitchen2:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.37
        ypos 0.5
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("shkitchen3")



label shkitchen3:
scene bg shkitchenmom3
```

```
with dissolve


a "Hi Mom. Is dinner ready?"
b "Nope, Not yet dear. Just a few more minutes."
b "You need to take a break from going outside for a while. It's just not safe nowadays."
a "Sure thing Mom."
label scene1askmom:
scene bg shkitchenmom3
with dissolve
b "Dear, could you go upstairs and call your younger brother for dinner?"
a "Okie."

scene bg shkitchenmom2
with dissolve

call screen shkitchen3
screen shkitchen3:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.95
        idle "blank_idle.png"
        hover "blank_hover.png"
        action Jump("callyoungbro")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.38
        ypos 0.5
        idle "biginvisibleblock_idle.png"
        hover "blank_hover.png"
        action Jump("scene1askmom")

# SCENE 3

label callyoungbro:

scene bg slh exit
```

```
with dissolve

call screen bg_slh_exit2
screen bg_slh_exit2:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.2
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("shlivingroom1callyoungbro")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.8
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("shlivingroomcallyoungbro")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.02
        ypos 0.8
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("pathto2ndfloor")

    imagebutton: ######################        THIS LEADS TO THE
KITCHEN
        xanchor 0.5
        yanchor 0.5
        xpos 0.97
        ypos 0.76
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("kitchenlocked")

    imagebutton: ######################        THIS LEADS OUTSIDE
```

```
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.75
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("kitchenlocked")


label kitchenlocked:
g "I need to call Marlow."
g "He's probably upstairs, in his room playing video games."
jump callyoungbro


label shlivingroom1callyoungbro:
scene bg shlivingroom
with dissolve


call screen lvm
screen lvm:

    imagebutton:
        xanchor 0.0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("shlivingroomcallyoungbro")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("callyoungbro")

label shlivingroomcallyoungbro:
"."
```

```
scene bg shlivingroomtwo
with dissolve

call screen shlivingroom7
screen shlivingroom7:
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("shlivingroom1callyoungbro")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.085
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("callyoungbro")

label pathto2ndfloor:
scene bg crandstairs
with dissolve

call screen pathto2ndfloor
screen pathto2ndfloor:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.91
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("callyoungbro")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
```

```
        ypos 0.9
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("secondfloor")


label secondfloor:
scene bg macy room
with dissolve

call screen secondfloor
screen secondfloor:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.05
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("secondfloormid")



    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.85
        ypos 0.95
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("pathto2ndfloor")

    imagebutton:        ##############################  MACY"S
ROOM
        xanchor 0.10
        yanchor 0.5
        xpos 0.47
        ypos 0.7
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("roomlocked")

label roomlocked:
g "I've no reason going here."
```

```
g "I need to call Marlow."
jump secondfloor



label secondfloormid:
scene bg marlow room
with dissolve

call screen marlowroom
screen marlowroom:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.53
        ypos 0.65
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("marlowroomone")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("secondfloor")

label marlowroomone:
scene bg marlow roomone
with dissolve

call screen marlowroomone
screen marlowroomone:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.12
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
```

```
        action Jump("marlowroomtwo")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("secondfloormid")

label marlowroomtwo:
scene bg talkwlilbro
with dissolve

call screen talkwlilbro
screen talkwlilbro:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.44
        ypos 0.5
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("talktomarlow")

label talktomarlow:
"Hey bro. Go downstairs. Dinner's ready."
scene bg talkwlilbrotwo
with dissolve


d "!"
d "Sis!"
d "Thankgoodness your here!"
a "What's the matter? You look scared."

scene bg talkwlilbrothree
with dissolve

d "Last night, I had a nightmare."
a "Really? What's it about?"
```

d "When I fell asleep last night. I suddenly woken up to a mysterious place."
a "Mysterious place?"
d "Yeah it was creepy. I thought I was blind cuz I couldn't see anything. But then I realized I was in a black void."
d "I kept on walking and walking until I came across a house. While I was walking, a tall dark figure suddenly came sprinting at me."
d "I ran for hours just to avoid it."
a "And what happened next?"
d "I woke up right before it could get me. It was very scary. I'm not sure I'll sleep properly tonight."
a "That was just a nightmare Marlow. It can't hurt you."
a "And even if it did, I'll protect you from it."
a "I won't let anythign hurt you."
d "Aww, thanks sis!"
a "No worries."
a "Oh, and by the way, dinner's almost ready."
d "Got it sis."

SCENE 3
scene bg marlow roomtwo
with dissolve
call screen gobacktokitchen
screen gobacktokitchen:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.2
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("marlowroomthree")

label marlowroomthree:
scene bg marlow roomone
with dissolve

call screen gobacktokitchen
screen gobacktokitchen:

    imagebutton:

```
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.2
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("marlowroomfour")


label marlowroomfour:
scene bg marlow roomone
with dissolve

call screen backtohallway
screen backtohallway:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("backtohallway")

label backtohallway:
scene bg marlow room
with dissolve

call screen backtohallway2
screen backtohallway2:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("backtohallwaytwo")


    imagebutton:
        xanchor 0.10
```

```
        yanchor 0.5
        xpos 0.47
        ypos 0.7
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("noreasontobehere")


label noreasontobehere:
g "I've no reason to stay here."
g "I need to get back."
jump backtohallway


label backtohallwaytwo:
scene bg macy room
with dissolve


call screen backtohallway3
screen backtohallway3:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.85
        ypos 0.95
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("backtokitchen")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.47
        ypos 0.7
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("noreasontobehere2")


label noreasontobehere2:
g "I've no reason to stay here."
g "I need to get back."
```

```
jump backtohallwaytwo

label backtokitchen:
scene bg crandstairs
with dissolve


call screen btlv
screen btlv:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.91
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("backtolivingroom")

    imagebutton: ##################################   locked
        xanchor 0.5
        yanchor 0.5
        xpos 0.34
        ypos 0.75
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("bathroomandstairslocked")

    imagebutton: ##################################   locked
        xanchor 0.5
        yanchor 0.5
        xpos 0.94
        ypos 0.9
        idle "blank_idle.png"
        hover "blank_hover.png"
        action Jump("bathroomandstairslocked")

label bathroomandstairslocked:
g "I need to go the kitchen."
jump backtokitchen



label backtolivingroom:
```

```
scene bg slh exit
with dissolve

call screen bg_slh_exit4
screen bg_slh_exit4:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.2
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("backtolivingroomfront")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.8
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("backtolivingroomback")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.97
        ypos 0.76
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("backtokitchen2")

    imagebutton: ######################        THIS LEADS OUTSIDE
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.75
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("outsidelocked2")

    imagebutton: ######################        THIS LEADS TO THE 2ND
FLOOR
```

```
        xanchor 0.5
        yanchor 0.5
        xpos 0.02
        ypos 0.8
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("outsidelocked2")


label outsidelocked2:
g "I need to go the kitchen."
jump backtolivingroom

label backtolivingroomfront:
scene bg shlivingroom
with dissolve
call screen chapter1exit
screen chapter1exit:

    imagebutton:
        xanchor 0.0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("backtolivingroomback")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("backtolivingroom")

label backtolivingroomback:
scene bg shlivingroomtwo
with dissolve
call screen bg_slh_exit6
screen bg_slh_exit6:

    imagebutton:
```

```
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("backtolivingroomfront")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.085
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("backtolivingroom")


#Scene 4
label backtokitchen2:
scene bg talkwmomkitchen
with dissolve


call screen kitchen2
screen kitchen2:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("kitchendinner")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.51
        ypos 0.35
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("talkwithmom")
```

```
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.52
        ypos 0.95
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("findfather")


label talkwithmom:
scene bg shkitchenmom3
with dissolve

a "Hi Mom."
a "Is dinner ready?"
b "Just a few more minutes dear."
b "Do you mind call your father for dinner for me dear?"
a "Okie."
a "What's for dinner by the way?"
a "Oooh, I've made your favorite!"
a "Cheese Mushroom Stew!"
a "Yaaayy!"
a "Can I Get a quick taste mom?"
a "You can have a taste later dear, when the whole family is here."
a "Aaaw, alrighty."
jump backtokitchen2

label kitchendinner:
scene bg kitchendinner1
with dissolve

call screen kitchen3
screen kitchen3:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.09
        ypos 0.2
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("backtokitchen2")
```

```
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.76
        ypos 0.3
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("talkwmarlowkitchen")

label talkwmarlowkitchen:
scene bg talkwmarlowkitchen
with dissolve

a "Sup bro."
d "Oh, Hey sis."
a "How are you holding up?"
a "You still terrified by that nightmare?"
d "Uhmm..."
d "..yeah Im still processing my brain from what happened."
d "Sis, do ou mind leaving me here for a while?"
a "Sure."
a "Just let me know if you need anything."
d "Thanks sis!"
jump kitchendinner

#SCENE 5
label findfather:

scene bg slh exit
with dissolve

call screen bg_slh_exit5
screen bg_slh_exit5:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.2
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("d1")
```

```
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.8
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("d2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.02
        ypos 0.8
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("d3")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.97
        ypos 0.76
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("askmom")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.75
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("outside")




label askmom:
```

```
scene bg talkwmomkitchen
with dissolve

call screen askmom
screen askmom:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.51
        ypos 0.35
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("askmom2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.52
        ypos 0.95
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("findfather")



label askmom2:
scene bg talkwmomkitchen
with dissolve
a "Mom."

scene bg shkitchenmom3
with dissolve

b "Oh, hello dear."
a "I'm Sorry Mom."
a "I don't know where dad is."
b "Have you tried looking outside?"
b "Maybe he's replacing the old locks in the gate."
a "Thanks Mom."
a "I'll continue looking for him."
b "Don't stay outside for too long dear."
a "Oh, okie."
```

```
jump findfather



label d1:
scene bg shlivingroom
with dissolve


call screen shlivingroom4
screen shlivingroom4:

    imagebutton:
        xanchor 0.0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("d2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("findfather")

label d2:

scene bg shlivingroomtwo
with dissolve

call screen shlivingroom5
screen shlivingroom5:
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.4
        idle "back_arrow_idle.png"
```

```
        hover "back_arrow_hover.png"
        action Jump("d1")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.085
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("findfather")

label d3:
scene bg crandstairs
with dissolve

call screen finddadsecondfloor
screen finddadsecondfloor:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.91
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("findfather")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.34
        ypos 0.75
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("bathroom")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.94
        ypos 0.9
        idle "blank_idle.png"
        hover "blank_hover.png"
```

```
        action Jump("secondfloorfinddad")



label bathroom:

g "Whenever Mom and Dad uses the bathroom, they always lock the door."
g "Since the door isn't locked, it only means..."


scene bg silvers bathroom
with dissolve
a "Dad's not here."

call screen exitcr
screen exitcr:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.91
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("d3")









label secondfloorfinddad:
scene bg macy room
with dissolve
```

```
call screen secondfloorfinddad
screen secondfloorfinddad:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.05
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("d4")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.85
        ypos 0.95
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("d3")

    imagebutton:  ################################  LOCKED
ROOM
        xanchor 0.10
        yanchor 0.5
        xpos 0.47
        ypos 0.7
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("roomlockedscene5")

label roomlockedscene5:
g "I've no reason to go here for now."
jump secondfloorfinddad
```

```
label d4:
scene bg marlow room
with dissolve

call screen secondfloorfinddad2
screen secondfloorfinddad2:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.05
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("d5")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.92
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("secondfloorfinddad")

    imagebutton:  ##################################  LOCKED
ROOM
        xanchor 0.10
        yanchor 0.5
        xpos 0.47
        ypos 0.7
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("roomlockedscene5p2")

label roomlockedscene5p2:
g "I've no reason to go here for now."
jump d4

label d5:
scene bg marlow room
```

```
with dissolve

call screen secondfloorfinddad3
screen secondfloorfinddad3:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.92
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("d4")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.47
        ypos 0.7
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("parentsroom")

label parentsroom:
"*{i}Knocks{/i}*"
a "Dad?"
scene bg parentsroom
with dissolve

a "."
g "Dad's not here."
g "Maybe he's in the other rooms."


call screen backtosecondfloorfinddad3
screen backtosecondfloorfinddad3:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
```

```
        action Jump("d7")


label d7:
scene bg marlow room
with dissolve

call screen finddadmarlowthree
screen finddadmarlowthree:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.92
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("d6")

    imagebutton:  ################################  LOCKED
ROOM
        xanchor 0.10
        yanchor 0.5
        xpos 0.47
        ypos 0.7
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("alreadywenthere")


label alreadywenthere:
g "I already went here."
jump d7



label d6:
scene bg marlow room
with dissolve

call screen d6
screen d6:

    imagebutton:
```

```
        xanchor 0.10
        yanchor 0.5
        xpos 0.47
        ypos 0.7
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("finddadmarlow")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.05
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("d7")


    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.92
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("d8")


label finddadmarlow:
scene bg marlow roomone
with dissolve

call screen finddadmarlow
screen finddadmarlow:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.1
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("finddadmarlowtwo")
```

```
label finddadmarlowtwo:
scene bg marlow roomtwo
with dissolve

g "Noone's here."

call screen finddadmarlowreturn
screen finddadmarlowreturn:
    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.92
        ypos 0.2
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("finddadmarlowreturn")

label finddadmarlowreturn:
scene bg marlow roomone
with dissolve

call screen finddadmarlowreturn2
screen finddadmarlowreturn2:
    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.92
        ypos 0.5
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("d6")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.1
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("finddadmarlowtwo")
```

```
label
d8:##########################################################
############################
scene bg macy room
with dissolve

call screen finddadmacy
screen finddadmacy:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.47
        ypos 0.7
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("finddadmacy")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.05
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("d6")


label finddadmacy:
scene bg macy room one
with dissolve
g "He's not here."
scene bg macy room
with dissolve
g "Where could he be?"
g "Maybe Mom knows where Dad is."


label needtogodown1:



call screen askmmomfinddad
screen askmmomfinddad:
```

```
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.85
        ypos 0.95
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("d3")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.05
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("needtogodown")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.47
        ypos 0.7
        idle "blank_idle.png"
        hover "blank_hover.png"
        action Jump("needtogodown")


label needtogodown:
g "I need to go downstairs."
jump needtogodown1



label outside:
scene bg gate dad
with dissolve

g "!"
g "There's Dad!"
```

```
call screen gatedad
screen gatedad:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.68
        ypos 0.64
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("talktodad")

label talktodad:


a "Good evening Dad."


c "!"
scene bg gate2
with dissolve




scene bg gate2
with dissolve
c "!"
c "Oh, hello Macy."
c "Did your mother call you here to get me?"
a "Yes Dad."
a "She said dinner's almost ready."
c "Thanks for letting me know sweetie."
c "I'll be there with ya'll. I just need a minute to finish the installations in the
password lock in our gate."
a "Do you need any help Daddy?"
c "No thankyou."
c "Go back inside now dear, I'll catch up to you guys."
a "Okie."
call screen outsidegoback
screen outsidegoback:

    imagebutton:
        xanchor 0.5
```

```
        yanchor 0.5
        xpos 0.5
        ypos 0.94
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("goback")

label goback:
scene bg shkitchenmom1
with dissolve
b "Macy!"
b "Dinner's ready."

scene bg slh exit
with dissolve
a "Yipee!"

label goback2:
scene bg slh exit
with dissolve

call screen dinner
screen dinner:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.97
        ypos 0.76
        idle "sq_idle.png"
        hover "sq_hover.png"
        action Jump("dinnerscene")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.75
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("dinnertime")

    imagebutton:
        xanchor 0.5
```

```
        yanchor 0.5
        xpos 0.02
        ypos 0.8
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("dinnertime")

label dinnertime:
g "It's time for dinner."
jump goback2









#Scene 6
label dinnerscene:

play music "audio/Monplaisir - Part 2.mp3" loop

scene bg shkitchenmom3
with dissolve



b "Macy, did you call your father?"
a "Yes Mom."
b "What did he say?"
a "Dad said he'll catch up."
a "He was finishing the installations in the password lock in our gate."
```

```
b "Thanks dear."
b "Now go sit next close to your brother."
a "Okie."

label dinnerscenetwo:
scene bg dinnerscene
with dissolve


call screen dinnerscene
screen dinnerscene:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.75
        ypos 0.3
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("leavemarlow")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.09
        ypos 0.9
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("kitty")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.35
        ypos 0.4
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("notmyseat")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.231
```

```
        ypos 0.65
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("notmyseat")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.82
        ypos 0.72
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("sitdown")


label kitty:

scene bg cleofirstencounter
with dissolve

a "Hey there, Cleo."
a "Did Mom feed you yet?"
f "Meow."
f "."
f ".."
f "..."
h "I'm hungry hooman."
h "FEED ME."
h "I COMMAND YOU."

jump dinnerscenetwo

label leavemarlow:
g "Lil bro's still processing the nightmare he had last night."
g "I should leave him alone for now."
g "I don't wanna invade his space."

jump dinnerscenetwo

label notmyseat:
g "This isn't my seat."

jump dinnerscenetwo
```

#SCENE 7
label sitdown:

scene bg dinnerscenetwo
with dissolve

scene bg dinnerscenetwo
with dissolve

scene bg dinnerscenetwo
with dissolve

scene bg dinnerscenetwo
with dissolve

scene bg dinnerscenethree
with dissolve
c "Goodevening kids."
a "Goodevening Dad."
d "."
a "Have you finished fixing the gate Dad?"
c "Yep."

scene bg dinnerscenefour
with dissolve
c "It took me while but now its fixed."
a "Okie."

scene bg dinnerscenesix
with dissolve
b "Alright, everyone."

scene bg dinnerscenefive
with dissolve
b "Dinner's ready."
a "Yay!"

f "{i}Meow{/i}"
f "{i}FEED ME HOOMAN.{/i}"

f "."

b "Don't you worry Cleo."
b "I didn't forget about you."
c "{i}*Sniffs{/i}"

c "Is that what I think it is?"
c "Is that.."
c "..mushroom stew?"

a "Yes, Dad!"
c "If i'm not mistaken, that's your favorite food right Millie?"

a "Yup!"
c "I'm happy to know that."

scene bg dinnersceneeight
with dissolve
b "Alright everyone."

scene bg dinnerscenenine
with dissolve
b "Dig in!"

scene bg 5mins
with dissolve
"Click to continue"

scene bg dinnertalkcolette
with dissolve
b "Marllow, what's the matter?"
b "You haven't touched your food."
b "Are you alright?"

scene bg dinnertalkgrayle
with dissolve
c "Is there something bothering you son?"

```
scene bg dinnertalkmarllow
with dissolve
d "."
d ".."

scene bg dinnertalkmillie
with dissolve

menu:
    g "Should I tell her?"

    "Tell her.":

        jump  tellher

    "Don't say anything.":

        a "."
        jump saynothing


label tellher:
a "Marlow had a nightmare about the Sapios last night."
a "He said the Sapios chased him till he eventually woke up."

scene bg dinnertalkmarllow
with dissolve
d "Sis!"
d "That was a private conversation!"

scene bg dinnertalkcolette
with dissolve
b "."

scene bg dinnertalkgrayle
with dissolve
c "."

scene bg dinnertalkcolette
with dissolve

b "Is that true?"
b "Did you really had a nightmare about the Sapios last night, Marllow?"
```

```
scene bg dinnertalkmarllow
with dissolve
d "Yes."
jump mygoodness

label saynothing:

scene bg dinnertalkmillie
with dissolve
a "."

scene bg dinnertalkcolette
with dissolve
b "Don't be shy dear."
b "If something's bothering you, you can tell us."

scene bg dinnertalkmarllow
with dissolve
d "."
d ".."
d "I had a nightmare about the Sapios last night."
d "the Sapios chased me till I eventually woke up."

label isthattrue:

scene bg dinnertalkcolette
with dissolve
b "."

scene bg dinnertalkgrayle
with dissolve
c "."

scene bg dinnertalkcolette
with dissolve
b "Is that true?"
b "Did you really had a nightmare about the Sapios, Marllow?"

scene bg dinnertalkmarllow
with dissolve
d "Yes, Mom."
jump mygoodness
```

label mygoodness:
scene bg dinnertalkcolette
with dissolve
b "My goodness."
b "That's not a good sign."

scene bg dinnertalkgrayle
with dissolve
c "Relax, that was just a nightmare."
c "That's what happens when you watch too many horror movies."

scene bg dinnertalkcolette
with dissolve
b "I don't think that's what caused him to have a nightmare."
b "I think that was a sign."
b "Dear, When you were being chased did you feel like it was real, like you weren't dreaming and what you were experiencing was real?"

scene bg dinnertalkmarllow
with dissolve
d "Yeah mom."
d "The dream felt so real I thought I was gonna get eaten alive."

scene bg dinnertalkcolette
with dissolve
b "I think we should visit grandma next week."
b "She's the expert when it comes to the Sapios."

scene bg dinnertalkgrayle
with dissolve
c "That's not necessary. That was just a nightmare."
c "Those things happen every once in a while."
c "The Dread was just a figment of his imagination."
c "In just a couple of days he'll get over it."

scene bg dinnertalkcolette
with dissolve

b "You know a lot of people disappeared in our town because they were so ignorant of the dread…"
b "I don't fully remember what my Mother said to me about the Sapios, but what i only know about them is that they love devouring people who stayed up late."
b "Because those people have the weakest minds."

b "My grandma and her relatives have been spreading the word about the Dread for years but no one believed them."
b "And now the dread has made it to the news."
b "Just how many more people must be taken just so you can believe me that it does exist?"
b "I'll visit grandma next week to get some answers on why the Sapios suddenly appeared in Marllow's dream."
b "You don't have to come along with me if you don't want to."

scene bg dinnertalkgrayle
with dissolve
c "No, it's alright."
c "I'll go with you."
c "I-I'm sorry."
c "I just don't believe the supernatural."
c "That's all."

scene bg dinnertalkcolette
with dissolve
b "It's alright, darling."
b "You don't have to believe it."
b "I just want you to be with me when I visit grandma."

scene bg dinnertalkgrayle
with dissolve
c "Don't worry, I'll be there with you."

scene bg dinnertalkmillie
with dissolve
g "Man, all this talk about the Sapios really ruined the mood…"

scene bg 30mins
with dissolve
"Click to continue"

scene bg shkitchen
with dissolve

g "Aww, it kinda sucks that I'll no longer be able to go outside like I usually do."
g "Hmmm, come to think of it, I've never really seen the attic and the basement in our house."

```
g "I might aswell do some exploring before I call it a day."



#SCENE 8


call screen midnightroamkitchen
screen midnightroamkitchen:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.09
        ypos 0.2
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("midnightroamkitchentwo")


label midnightroamkitchentwo:

scene bg afterdinnermom
with dissolve


label nighttalktomom:
call screen midnightroamkitchenmom
screen midnightroamkitchenmom:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.51
        ypos 0.4
        idle "biginvisibleblock_hover.png"
        hover "biginvisibleblock_idle.png"
        action Jump("nighttalktomom2")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
```

```
        xpos 0.52
        ypos 0.95
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("nightentrance")

label nighttalktomom2:
scene bg afterdinnermom2
with dissolve
b "Go upstairs and sleep sweetie."
b "Don't mind me."
b "I'm just cleaning the dishes."
b "I'll be resting after this."
a "Do you need any help Mom?"
b "It's alright."
b "I'll be done in a few minutes."
b "Don't stay up late dear."
b "I don't want you to have the same experience with your brother."
jump midnightroamkitchentwo

label nightentrance:
scene bg slh exit
with dissolve

call screen midnightroamentrance
screen midnightroamentrance:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.2
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("nightlivingroom1")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.8
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
```

```
        action Jump("nightlivingroom2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.97
        ypos 0.75
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("midnightroamkitchentwo")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.01
        ypos 0.8
        idle "invisibleblock_idle.png"
        hover "invisibleblock_hover.png"
        action Jump("nightsecondfloor")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.01
        ypos 0.8
        idle "invisibleblock_idle.png"
        hover "invisibleblock_hover.png"
        action Jump("nightsecondfloor")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.75
        idle "invisibleblock_idle.png"
        hover "invisibleblock_hover.png"
        action Jump("nightfrontdoorlocked")

label nightfrontdoorlocked:
g "I've no reason to go outside."
g "It's not safe."
g "Best if I just stay here."
jump nightentrance
label nightlivingroom1:
```

```
scene bg shlivingroom
with dissolve

call screen shlivingroom1
screen shlivingroom1:

    imagebutton:
        xanchor 0.0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("nightlivingroom2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightentrance")

label nightlivingroom2:

scene bg shlivingroomtwo
with dissolve

call screen shlivingroomtwo
screen shlivingroomtwo:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightlivingroom1")

    imagebutton:
        xanchor 0.5
```

```
        yanchor 0.5
        xpos 0.085
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightentrance")



label nightsecondfloor:
scene bg crandstairs
with dissolve


call screen nightsecondfloor
screen nightsecondfloor:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.91
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("nightentrance")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.34
        ypos 0.75
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("nightbathroom")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.94
        ypos 0.9
        idle "blank_idle.png"
        hover "blank_hover.png"
        action Jump("nightsecondfloor2")
```

```
label nightbathroom:

scene bg silvers bathroom
with dissolve

call screen nightbathroom
screen nightbathroom:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.92
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("nightbathroom2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightbathroomdoor")

label nightbathroom2:

scene bg silvers bathroom2
with dissolve

call screen nightbathroom2
screen nightbathroom2:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.94
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("nightbathroom")
```

```
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.05
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightbathroomdoor")


label nightbathroomdoor:
scene bg bathroomdoor
with dissolve


call screen nightbathroom3
screen nightbathroom3:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.48
        ypos 0.55
        idle "invisibleblock_idle.png"
        hover "invisibleblock_hover.png"
        action Jump("nightsecondfloor")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.05
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightbathroom")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightbathroom2")
```

```
##############################

label nightsecondfloor2:
scene bg macy room
with dissolve


call screen latenightroammacy
screen latenightroammacy:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.53
        ypos 0.7
        idle "invisibleblock_idle.png"
        hover "invisibleblock_hover.png"
        action Jump("nightroammacy1")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.85
        ypos 0.95
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("nightsecondfloor")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.05
        ypos 0.5
```

```
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightsecondfloormarllowsroom")


########################################
label nightsecondfloormarllowsroom:
scene bg marlow room
with dissolve

call screen nightroammarllow1
screen nightroammarllow1:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.53
        ypos 0.7
        idle "invisibleblock_idle.png"
        hover "invisibleblock_hover.png"
        action Jump("nightroammarllow1")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.05
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightsecondfloorparentsroom")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightsecondfloor2")
```

```
##################################
label nightroammarllow1:
scene bg nightmarllow1
with dissolve

call screen nightroammarllow2
screen nightroammarllow2:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.12
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightroammarllow2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("nightsecondfloormarllowsroom")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.55
        ypos 0.5
        idle "biginvisibleblock_idle.png"
        hover "biginvisibleblock_hover.png"
        action Jump("nighttalktomarllow")


label nighttalktomarllow:
scene bg nightmarllow2
with dissolve


d "Oh, hey sis."
d "What's up?"
```

```
label nighttalktomarllowq:
menu:

    "What are u up to?":

        jump upto

    "How are you?.":

        jump nighthowareyou

    "I Hope you have a good night's sleep.":

        jump goodnightssleep

label goodnightssleep:
d "Thanks, sis."
d "Goodnight to you too."
jump nightroammarllow1

label upto:

d "Nothing much."
d "Just playing a game here."
jump nighttalktomarllowq

label nighthowareyou:
d "I..."
d "I don't know."
d "I'm still terrified by what happened."
a "Are u going to stay up all night?"
d "Nope. I'm going to sleep after I'm done with this game."
d "Although, I'm not quite sure if I'm gonna sleep properly tonight."
jump nighttalktomarllowq

call screen nighttalktomarllow
screen nighttalktomarllow:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.12
        ypos 0.5
        idle "rightback_arrow_idle.png"
```

```
        hover "rightback_arrow_hover.png"
        action Jump("nightroammarllow2")



label nightroammarllow2:
scene bg marlow roomtwo
with dissolve

call screen nightroammarllow3
screen nightroammarllow3:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.2
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightroammarllow1")


##############################


label nightsecondfloorparentsroom:
scene bg marlow room
with dissolve


call screen nightroamparents1
screen nightroamparents1:
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.53
        ypos 0.7
        idle "invisibleblock_idle.png"
        hover "invisibleblock_hover.png"
```

```
        action Jump("nightsecondfloorparentsroom1")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.95
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightsecondfloormarllowsroom")

label nightsecondfloorparentsroom1:
scene bg nighttalkgrayle
with dissolve

call screen nightroamparents2
screen nightroamparents2:
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.53
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("nightsecondfloorparentsroom")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.7
        ypos 0.5
        idle "biginvisibleblock_idle.png"
        hover "biginvisibleblock_hover.png"
        action Jump("nighttalktodad")

label nighttalktodad:
scene bg nighttalkgrayle2
with dissolve

c "Hey there sweetie."
c "Need something?"
label nighttalktodad1:
menu:
```

```
    "Do you believe the Sapios exist?":
        jump believetheSapiosexist

    "Dad, what's the gate password?.":
        jump gatepassword

    "How can I get inside the Attic?.":
        jump insidetheAttic

    "How can I get inside the basement?.":
        jump thebasement

    "Goodnight Dad.":
        jump GoodnightDad

label believetheSapiosexist:
c "Nope."
c "I don't think they do."
c "I mean, do you really think all those people suddenly got caught by some
paranormal creature?"
c "There's always a scientific explanation to everything."
c "The people who disappeared were probably taken by really smart kidnappers."
c "Millie, don't instantly believe what the media shows you."
c "Because most of the time, what the media shows you everyday rots your brain."
a "Okie, Dad."
jump nighttalktodad1

label gatepassword:
c "Oh, the password!"
c "Sorry, I forgot to tell you."
c "The password to the gate is..."
c "...002024"
c " I think its better if you could write that down."
jump nighttalktodad1

label insidetheAttic:
c "The Attic?"
c "I don't recommend you going there."
c "The Attic is very dark and very dusty."
c "Plus, there's not much stuff you can see there."
c "Going there isn't worth your time."
jump nighttalktodad1
```

label thebasement:
c "The basement?"
c "Why would you wanna go there?"
c "The basement is filled with many electrical wirings."
c "If you touch them, you'll get electrecuted!"

menu:

    "Sorry for asking Dad.":
        jump Sorryforasking

    "I just wanted to see how it looks like.":
        jump wantedtosee

label Sorryforasking:
c "It's alright sweetie."
c "Just don't go there."
c "It's too dangerous."
jump nightsecondfloorparentsroom1

label wantedtosee:
a "I've never really seen the inside of it since it's always locked."
a "And also, since I won't be able to go outside like I normally do."
a "I just thought maybe I could explore the other parts of the house like the attic."
c "Hmm, I see."
a "So is it alright if I could go there Dad?"
c "Oh Alright. I see nothing wrong with what you wanna do."
a "Yay!"
c "Just don't touch the power generators and the electric wirings in there."
c "Cuz those things are very dangerous."
c "The key to the basement is in the left drawer behind me."
c "Oh! And another thing."
c "If you wanna go to the attic, just get a ladder in the basement, climb on top of there, and then open the trapdoor."

a "Okie!"
a "Thanks Dad."
jump nightsecondfloorparentsroom1

```
label GoodnightDad:
c "Goodnight sweetie."
jump nightsecondfloorparentsroom1




##################################
label nightroammacy1:
scene bg macy room one
with dissolve

call screen nightroammacy1
screen nightroammacy1:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightroammacy2")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightroammacy3")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.1
        ypos 0.8
        idle "bedtwo_idle.png"
        hover "bedtwo_hover.png"
        action Jump("chapter1sleeplater")
```

```
return


label chapter1sleeplater:
g "I'll sleep later."
g "The night's still young."
g "Might aswell play a game in my laptop while its still early."
g "Where did I left it again?"
jump nightroammacy1

label nightroammacy2:
scene bg macy room two
with dissolve

call screen nightroammacy2
screen nightroammacy2:

    imagebutton:
        xanchor 0.10
        yanchor 0.8
        xpos 0.9
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightroammacy3")


    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.03
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightroammacy1")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.13
        ypos 0.7
        idle "invisibleblock_idle.png"
```

```
        hover "invisibleblock_hover.png"
        action Jump("nightsecondfloor2")


label nightroammacy3:
scene bg macy room three
with dissolve

call screen nightroammacy3
screen nightroammacy3:

    imagebutton:
        xanchor 0.10
        yanchor 0.8
        xpos 0.9
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightroammacy1")


    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.05
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightroammacy2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.45
        ypos 0.9
        idle "invisibleblock_idle.png"
        hover "invisibleblock_hover.png"
        action Jump("nightgetbag")

label nightgetbag:
"{i}*Bag opens*{/i}"


label nightgetbag2:
```

```
scene bg nightbag
with dissolve



call screen nightbag
screen nightbag:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.32
        ypos 0.5
        idle "invisibleblock_idle.png"
        hover "invisibleblock_hover.png"
        action Jump("nightlaptop")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.53
        idle "biginvisibleblock_idle.png"
        hover "biginvisibleblock_hover.png"
        action Jump("nightbooks")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.1
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("nightroammacy3")


label nightbooks:
g "I already finished my homeworks yesterday."
jump nightgetbag2



label nightlaptop:
```

```
g "let's see if any of my friends messaged me."
g "Hopefully, I'd still have the time to play a game or two."
g "But first, lemme just place this on the table."



label nightlaptopchat3:
scene bg macy room three
with dissolve

call screen nightlaptopchat1
screen nightlaptopchat1:

    imagebutton:
        xanchor 0.10
        yanchor 0.8
        xpos 0.9
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightlaptopchat1")

    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.05
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightlaptopchat2")


label nightlaptopchat2:
scene bg macy room two
with dissolve



call screen nightlaptopchat2
screen nightlaptopchat2:

    imagebutton:
```

```
        xanchor 0.10
        yanchor 0.8
        xpos 0.9
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightlaptopchat3")

    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.05
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightlaptopchat1")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.4
        ypos 0.99
        idle "invisibleblock_idle.png"
        hover "invisibleblock_hover.png"
        action Jump("nightlaptopscene")



label nightlaptopchat1:
scene bg macy room one
with dissolve

call screen nightlaptopchat3
screen nightlaptopchat3:

    imagebutton:
        xanchor 0.10
        yanchor 0.8
        xpos 0.9
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("nightlaptopchat2")
```

```
    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.05
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("nightlaptopchat3")




##############################################

#SCENE 9
label nightlaptopscene:
"*Laptop turning on...*"
label nightlaptopsceneback:
scene bg chat scene00
with dissolve

call screen laptopscene1
screen laptopscene1:
    imagebutton:  ######MESSAGES
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.5
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("messagesscene9")

    imagebutton:   ######WORD
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.35
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("cantdothat")

    imagebutton:   ######GOOGLE
        xanchor 0.5
```

```
        yanchor 0.5
        xpos 0.08
        ypos 0.22
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("cantdothat")

    imagebutton:   ######BIN
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.1
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("cantdothat")

    imagebutton:   ######MAZE
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.64
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("cantdothat")

    imagebutton:   ######XOX
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.78
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("cantdothat")

    imagebutton:   ######powerbutton
        xanchor 0.5
        yanchor 0.5
        xpos 0.012
        ypos 0.96
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("cantdothat")

label cantdothat:
```

```
g "I need to check if any of my friends messaged me."
jump nightlaptopsceneback

label messagesscene9:
"Loading..."
"."
".."
"..."
scene bg chat scene0
with dissolve
g "I got a new message from Coa!"

label messagesscene9_1:
call screen chatscene1
screen chatscene1:
    imagebutton:  ######MESSAGES
        xanchor 0.5
        yanchor 0.5
        xpos 0.4
        ypos 0.18
        idle "--_idle.png"
        hover "--_hover.png"
        action Jump("chatscene1")

    imagebutton:  ######MESSAGES
        xanchor 0.5
        yanchor 0.5
        xpos 0.39
        ypos 0.35
        idle "--_idle.png"
        hover "--_hover.png"
        action Jump("cantdothat2")

    imagebutton:  ######MESSAGES
        xanchor 0.5
        yanchor 0.5
        xpos 0.39
        ypos 0.52
        idle "--_idle.png"
        hover "--_hover.png"
        action Jump("cantdothat2")

    imagebutton:  ######MESSAGES
        xanchor 0.5
```

```
        yanchor 0.5
        xpos 0.39
        ypos 0.67
        idle "--_idle.png"
        hover "--_hover.png"
        action Jump("cantdothat2")

    imagebutton:  ######MESSAGES
        xanchor 0.5
        yanchor 0.5
        xpos 0.39
        ypos 0.82
        idle "--_idle.png"
        hover "--_hover.png"
        action Jump("cantdothat2")


label cantdothat2:
g "I need to check Coa's message."
jump messagesscene9_1

label chatscene1:
scene bg chat scene1
with dissolve

call screen chatscene2
screen chatscene2:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.949
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene2")


label chatscene2:

scene bg chat scene2
with dissolve
scene bg chat scene2
with dissolve
call screen chatscene3
```

```
screen chatscene3:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.7
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene3")

label chatscene3:

scene bg chat scene3
with dissolve
scene bg chat scene3
with dissolve
call screen chatscene4
screen chatscene4:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.2
        ypos 0.949
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene4")

label chatscene4:
scene bg chat scene4
with dissolve
scene bg chat scene4
with dissolve

call screen chatscene5
screen chatscene5:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene5")
```

```
label chatscene5:
scene bg chat scene5
with dissolve
scene bg chat scene5
with dissolve

call screen chatscene6
screen chatscene6:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.1
        ypos 0.1
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene6")

label chatscene6:
scene bg chat scene6
with dissolve
scene bg chat scene6
with dissolve

call screen chatscene7
screen chatscene7:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.94
        ypos 0.949
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene7")

label chatscene7:
scene bg chat scene7
with dissolve
scene bg chat scene7
with dissolve

call screen chatscene8
screen chatscene8:
    imagebutton:  ######CHATS
        xanchor 0.5
```

```
        yanchor 0.5
        xpos 0.15
        ypos 0.85
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene8")

label chatscene8:
scene bg chat scene8
with dissolve
scene bg chat scene8
with dissolve

call screen chatscene9
screen chatscene9:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.04
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene9")

label chatscene9:
scene bg chat scene9
with dissolve
scene bg chat scene9
with dissolve

call screen chatscene10
screen chatscene10:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.7
        ypos 0.6
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene10")

label chatscene10:
scene bg chat scene10
with dissolve
```

```
scene bg chat scene10
with dissolve

call screen chatscene11
screen chatscene11:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.056
        ypos 0.03
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene11")

label chatscene11:
scene bg chat scene11
with dissolve
scene bg chat scene11
with dissolve

call screen chatscene12
screen chatscene12:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.9
        ypos 0.1
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene12")

label chatscene12:
scene bg chat scene12
with dissolve
scene bg chat scene12
with dissolve

call screen chatscene13
screen chatscene13:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.3
        ypos 0.6
```

```
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene13")

label chatscene13:
scene bg chat scene13
with dissolve
scene bg chat scene13
with dissolve

call screen chatscene14
screen chatscene14:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.7
        ypos 0.1
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene14")

label chatscene14:
scene bg chat scene14
with dissolve
scene bg chat scene14
with dissolve

call screen chatscene15
screen chatscene15:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.8
        ypos 0.5
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene15")

label chatscene15:
scene bg chat scene15
with dissolve
scene bg chat scene15
with dissolve
```

```
call screen chatscene16
screen chatscene16:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.1
        ypos 0.949
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene16")

label chatscene16:
scene bg chat scene16
with dissolve
scene bg chat scene16
with dissolve

call screen chatscene17
screen chatscene17:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.5
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene17")

label chatscene17:
scene bg chat scene17
with dissolve
scene bg chat scene17
with dissolve

call screen chatscene18
screen chatscene18:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.8
        ypos 0.85
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene18")
```

```
label chatscene18:
scene bg chat scene18
with dissolve
scene bg chat scene18
with dissolve

call screen chatscene19
screen chatscene19:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.15
        ypos 0.22
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene19")

label chatscene19:
scene bg chat scene19
with dissolve
scene bg chat scene19
with dissolve

call screen chatscene20
screen chatscene20:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.6
        ypos 0.2
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene20")

label chatscene20:
scene bg chat scene20
with dissolve
scene bg chat scene20
with dissolve

call screen chatscene21
screen chatscene21:
    imagebutton:  ######CHATS
```

```
        xanchor 0.5
        yanchor 0.5
        xpos 0.1
        ypos 0.1
        idle "reply_idle.png"
        hover "reply_hover.png"
        action Jump("chatscene21")

label chatscene21:
scene bg chat scene21
with dissolve
scene bg chat scene21
with dissolve

call screen chatscene22
screen chatscene22:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.949
        idle "endchat_idle.png"
        hover "endchat_hover.png"
        action Jump("chatscene22")

label chatscene22:
scene bg chat scene22
with dissolve
scene bg chat scene22
with dissolve

call screen chatscene23
screen chatscene23:
    imagebutton:  ######CHATS
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.949
        idle "endchat_idle.png"
        hover "endchat_hover.png"
        action Jump("chatscene23")

label chatscene23:
scene bg chat scene23
```

```
with dissolve

g "Nice!"
g "I still have time to play."

label playgamesbeforesleep:
scene bg chat scene23
with dissolve
call screen playgames
screen playgames:
    imagebutton:  ######MESSAGES
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.5
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("wannaplay")

    imagebutton:   ######WORD
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.35
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("wannaplay")

    imagebutton:   ######GOOGLE
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.22
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("wannaplay")

    imagebutton:   ######BIN
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.1
        idle "dot_idle.png"
        hover "dot_hover.png"
```

```
        action Jump("wannaplay")

    imagebutton:   ######MAZE
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.64
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("playmazegame")

    imagebutton:
######XOX#########################################################
#########################################################
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.78
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("wannaplay")

    imagebutton:   ######powerbutton
        xanchor 0.5
        yanchor 0.5
        xpos 0.012
        ypos 0.96
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("wannaplay")

label wannaplay:
g "I really wanna play a game before I go to sleep."
jump playgamesbeforesleep

label playmazegame:
"Loading..."
"."
".."
"..."
"...."
scene bg maze game start
with dissolve
```

```
label nostay:
call screen playgames1
screen playgames1:
    imagebutton:  ######MESSAGES
        xanchor 0.5
        yanchor 0.5
        xpos 0.52
        ypos 0.7
        idle "---_idle.png"
        hover "---_hover.png"
        action Jump("play")

    imagebutton:   ######WORD
        xanchor 0.5
        yanchor 0.5
        xpos 0.52
        ypos 0.85
        idle "-_idle.png"
        hover "---_hover.png"
        action Jump("quit1")


label quit1:
menu:
    "Are you sure you want to quit?"

    "Yes":

        a "I think I'll play a different game."
        jump  playgamesbeforesleep

    "No.":

        jump  nostay



label play:
scene bg maze a0
with dissolve

call screen playmaze0
screen playmaze0:
    imagebutton:
```

```
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("play")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea1")
    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("play")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("play")

label mazea1:
scene bg maze a1
call screen playmaze1
screen playmaze1:
    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea1")
```

```
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea2")
    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea1")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("play")

label mazea2:
scene bg maze a2
call screen playmaze2
screen playmaze2:
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea3")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
```

```
        action Jump("mazea2")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea2")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea1")

label mazea3:
scene bg maze a3
call screen playmaze3
screen playmaze3:
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea4")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea3")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
```

```
        hover "rightback_arrow_hover.png"
        action Jump("mazea2")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea3")

label mazea4:
scene bg maze a4
call screen playmaze4
screen playmaze4:
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea5")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea4")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea3")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
```

```
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea4")


label mazea5:
scene bg maze a5
call screen playmaze5
screen playmaze5:
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea6")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea5")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea4")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea5")

label mazea6:
scene bg maze a6
```

```
call screen playmaze6
screen playmaze6:
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea7")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea8")
    imagebutton:            ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea5")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea6")

label mazea7:
scene bg maze a7
call screen playmaze7
screen playmaze7:
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
```

```
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea7")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea7")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea6")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea7")

label mazea8:
scene bg maze a8
call screen playmaze8
screen playmaze8:
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea8")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
```

```
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea10")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea8")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea6")

label mazea10:
scene bg maze a10
call screen playmaze10
screen playmaze10:
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea9")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea10")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
```

```
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea11")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea8")

label mazea9:
scene bg maze a9
call screen playmaze9
screen playmaze9:
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea9")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea9")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea10")
    imagebutton:
        xanchor 0.
```

```
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea9")

label mazea11:
scene bg maze a11
call screen playmaze11
screen playmaze11:
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea10")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea11")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea12")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea11")
```

```
label mazea12:
scene bg maze a12
call screen playmaze12
screen playmaze12:
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea11")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea12")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea13")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea12")

label mazea13:
scene bg maze a13
call screen playmaze13
screen playmaze13:

    imagebutton:
        xanchor 0.
```

```
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea13")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea13")
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea12")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea14")

label mazea14:
scene bg maze a14
call screen playmaze14
screen playmaze14:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea15")
```

```
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea14")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea13")
    imagebutton:           ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea14")

label mazea15:
scene bg maze a15
call screen playmaze15
screen playmaze15:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea16")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
```

```
        hover "bottom_hover.png"
        action Jump("mazea14")
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea15")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea15")

label mazea16:
scene bg maze a16
call screen playmaze16
screen playmaze16:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea17")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea15")
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
```

```
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea16")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea16")

label mazea17:
scene bg maze a17
call screen playmaze17
screen playmaze17:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea17")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea16")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea18")
    imagebutton:            ###################left
        xanchor 0
```

```
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea17")

label mazea18:
scene bg maze a18
call screen playmaze18
screen playmaze18:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea18")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea18")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea19")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea17")
```

```
label mazea19:
scene bg maze a19
call screen playmaze19
screen playmaze19:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea19")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea20")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea19")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea18")


label mazea20:
scene bg maze a20
call screen playmaze20
screen playmaze20:
```

```
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea19")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea20")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea21")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea20")

label mazea21:
scene bg maze a21
call screen playmaze21
screen playmaze21:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
```

```
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea21")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea21")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea22")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea20")


label mazea22:
scene bg maze a22
call screen playmaze22
screen playmaze22:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea22")
    imagebutton:
        xanchor 0.
```

```
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea22")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea23")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea21")

label mazea23:
scene bg maze a23
call screen playmaze23
screen playmaze23:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea24")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea23")
```

```
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea23")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea22")

label mazea24:
scene bg maze a24
call screen playmaze24
screen playmaze24:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea25")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea23")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
```

```
        hover "back_arrow_hover.png"
        action Jump("mazea24")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea24")

label mazea25:
scene bg maze a25
call screen playmaze25
screen playmaze25:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("mazea26")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("mazea24")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("mazea25")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
```

```
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("mazea25")


label mazea26:
scene bg maze a26
with dissolve
scene bg maze a26
with dissolve

scene bg level1completed
with dissolve
"Click to continue."

scene bg nextlevel
with dissolve
call screen nextlevel
screen nextlevel:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.45    ## higher the number(right)
        ypos 0.4  ## lower the number(Top)
        idle "---_idle.png"
        hover "-_hover.png"
        action Jump("playlevel2")

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.5
        ypos 0.6
        idle "-_idle.png"
        hover "-_hover.png"
        action Jump("quitgame")

label playlevel2:
label lvl2mazea0:
scene bg lvl2maze a0
with dissolve
call screen lvl2mazea0
```

```
screen lvl2mazea0:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea1")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea0")
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea0")
    imagebutton:            ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea0")

label lvl2mazea1:
scene bg lvl2maze a1


call screen lvl2mazea1
screen lvl2mazea1:

    imagebutton:
        xanchor 0.
```

```
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea2")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea0")
    imagebutton:                ####################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea1")
    imagebutton:            ####################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea1")

label lvl2mazea2:
scene bg lvl2maze a2

call screen lvl2mazea2
screen lvl2mazea2:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
```

```
        action Jump("lvl2mazea5")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea1")
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea3")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea2")

label lvl2mazea3:
scene bg lvl2maze a3
call screen lvl2mazea3
screen lvl2mazea3:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea3")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
```

```
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea3")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea4")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea2")

label lvl2mazea4:
scene bg lvl2maze a4
call screen lvl2mazea4
screen lvl2mazea4:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea4")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea4")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
```

```
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea4")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea3")

label lvl2mazea5:
scene bg lvl2maze a5
call screen lvl2mazea5
screen lvl2mazea5:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea6")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea2")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea5")
    imagebutton:            ###################left
```

```
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea5")

label lvl2mazea6:
scene bg lvl2maze a6
call screen lvl2mazea6
screen lvl2mazea6:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea7")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea5")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea6")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
```

```
        action Jump("lvl2mazea6")

label lvl2mazea7:
scene bg lvl2maze a7
call screen lvl2mazea7
screen lvl2mazea7:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea7")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea6")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea8")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea7")

label lvl2mazea8:
scene bg lvl2maze a8
call screen lvl2mazea8
screen lvl2mazea8:
```

```
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea8")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea8")
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea9")
    imagebutton:            ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea7")

label lvl2mazea9:
scene bg lvl2maze a9
call screen lvl2mazea9
screen lvl2mazea9:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
```

```
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea9")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea9")
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea10")
    imagebutton:            ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea8")

label lvl2mazea10:
scene bg lvl2maze a10
call screen lvl2mazea10
screen lvl2mazea10:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea10")
    imagebutton:
        xanchor 0.
        yanchor 0.5
```

```
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea11")
    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea10")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea9")

label lvl2mazea11:
scene bg lvl2maze a11
call screen lvl2mazea11
screen lvl2mazea11:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea10")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea11")
    imagebutton:              ###################RIGHT
```

```
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea12")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea11")

label lvl2mazea12:
scene bg lvl2maze a12
call screen lvl2mazea12
screen lvl2mazea12:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea12")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea13")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
```

```
        action Jump("lvl2mazea12")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea11")

label lvl2mazea13:
scene bg lvl2maze a13
call screen lvl2mazea13
screen lvl2mazea13:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea12")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea14")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea15")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
```

```
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea13")

label lvl2mazea14:
scene bg lvl2maze a14
call screen lvl2mazea14
screen lvl2mazea14:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea13")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea14")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea14")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea14")

label lvl2mazea15:
scene bg lvl2maze a15
```

```
call screen lvl2mazea15
screen lvl2mazea15:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea15")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea15")
    imagebutton:                ####################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea16")
    imagebutton:            ####################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea13")

label lvl2mazea16:
scene bg lvl2maze a16
call screen lvl2mazea16
screen lvl2mazea16:

    imagebutton:
        xanchor 0.
        yanchor 0.5
```

```
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea16")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea16")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea18")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea15")

label lvl2mazea17:
scene bg lvl2maze a17
call screen lvl2mazea17
screen lvl2mazea17:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea18")
    imagebutton:
```

```
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea17")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea17")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea17")

label lvl2mazea18:
scene bg lvl2maze a18
call screen lvl2mazea18
screen lvl2mazea18:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea19")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
```

```
        action Jump("lvl2mazea17")
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea18")
    imagebutton:            ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea16")

label lvl2mazea19:
scene bg lvl2maze a19
call screen lvl2mazea19
screen lvl2mazea19:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea20")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea18")
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
```

```
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea19")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea19")

label lvl2mazea20:
scene bg lvl2maze a20
call screen lvl2mazea20
screen lvl2mazea20:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea20")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea19")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea20")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
```

```
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea21")

label lvl2mazea21:
scene bg lvl2maze a21
call screen lvl2mazea21
screen lvl2mazea21:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea22")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea21")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea20")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea21")
```

```
label lvl2mazea22:
scene bg lvl2maze a22
call screen lvl2mazea22
screen lvl2mazea22:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea22")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea21")
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea22")
    imagebutton:            ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea23")

label lvl2mazea23:
scene bg lvl2maze a23
call screen lvl2mazea23
screen lvl2mazea23:

    imagebutton:
```

```
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea24")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea23")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea22")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea23")

label lvl2mazea24:
scene bg lvl2maze a24
call screen lvl2mazea24
screen lvl2mazea24:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
```

```
        action Jump("lvl2mazea24")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea23")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea24")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea25")

label lvl2mazea25:
scene bg lvl2maze a25
call screen lvl2mazea25
screen lvl2mazea25:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea25")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
```

```
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea25")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea24")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea26")

label lvl2mazea26:
scene bg lvl2maze a26
call screen lvl2mazea26
screen lvl2mazea26:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea26")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea26")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
```

```
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea25")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea27")

label lvl2mazea27:
scene bg lvl2maze a27
call screen lvl2mazea27
screen lvl2mazea27:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea27")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea27")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea26")
    imagebutton:            ###################left
```

```
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea28")

label lvl2mazea28:
scene bg lvl2maze a28
call screen lvl2mazea28
screen lvl2mazea28:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea28")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea28")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea27")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
```

```
        action Jump("lvl2mazea29")

label lvl2mazea29:
scene bg lvl2maze a29
call screen lvl2mazea29
screen lvl2mazea29:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea30")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea29")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea28")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea29")

label lvl2mazea30:
scene bg lvl2maze a30
call screen lvl2mazea30
screen lvl2mazea30:
```

```
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea31")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea29")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea30")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea30")


label lvl2mazea31:
scene bg lvl2maze a31
call screen lvl2mazea31
screen lvl2mazea31:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
```

```
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea31")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea30")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea32")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea31")


label lvl2mazea32:
scene bg lvl2maze a32
call screen lvl2mazea32
screen lvl2mazea32:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea32")
    imagebutton:
```

```
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea32")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea33")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea31")

label lvl2mazea33:
scene bg lvl2maze a33
call screen lvl2mazea33
screen lvl2mazea33:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea33")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
```

```
        action Jump("lvl2mazea33")
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea34")
    imagebutton:            ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea32")

label lvl2mazea34:
scene bg lvl2maze a34
call screen lvl2mazea34
screen lvl2mazea34:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea34")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea34")
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
```

```
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea35")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea33")

label lvl2mazea35:
scene bg lvl2maze a35
call screen lvl2mazea35
screen lvl2mazea35:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea35")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea35")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea36")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
```

```
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea34")

label lvl2mazea36:
scene bg lvl2maze a36
call screen lvl2mazea36
screen lvl2mazea36:

    imagebutton:              ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea37")
    imagebutton:          ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea35")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea36")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea36")
```

```
label lvl2mazea37:
scene bg lvl2maze a37
call screen lvl2mazea37
screen lvl2mazea37:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea37")
    imagebutton:          ##################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea36")
    imagebutton:              ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea38")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea39")

label lvl2mazea39:
scene bg lvl2maze a39
call screen lvl2mazea39
screen lvl2mazea39:

    imagebutton:
```

```
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea39")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea39")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea39")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea37")

label lvl2mazea38:
scene bg lvl2maze a38
call screen lvl2mazea38
screen lvl2mazea38:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
```

```
        action Jump("lvl2mazea38")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea37")
    imagebutton:                ###################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea38")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea40")

label lvl2mazea40:
scene bg lvl2maze a40
call screen lvl2mazea40
screen lvl2mazea40:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("lvl2mazea38")
    imagebutton:            ###################left
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.7
```

```
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lvl2mazea40")
    imagebutton:                ##################RIGHT
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.7
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("lvl2mazea40")
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.6
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("lvl2mazea41")

label lvl2mazea41:
scene bg lvl2maze a41
with dissolve

scene bg level1completed
with dissolve
"Click to continue."

label qqqt:
scene bg nextlevel
with dissolve
call screen nextgame
screen nextgame:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.45    ## higher the number(right)
        ypos 0.4  ## lower the number(Top)
        idle "---_idle.png"
        hover "-_hover.png"
        action Jump("playadiffgame")

    imagebutton:
```

```
        xanchor 0.
        yanchor 0.5
        xpos 0.5
        ypos 0.6
        idle "-_idle.png"
        hover "-_hover.png"
        action Jump("qqqtt")

label quitgame:
jump playgamesbeforesleep

label playadiffgame:
g "I think I'll play a different game now."
jump qqqt

label qqqtt:
menu:
    "Are you sure?"

    "Yes.":
        jump playothergame

    "No.":

        jump qqqt

label playothergame:
scene bg 930screen
with dissolve

call screen laptopscene2
screen laptopscene2:
    imagebutton:  ######MESSAGES
        xanchor 0.5
        yanchor 0.5
        xpos 0.08
        ypos 0.5
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("cantdothatlast")

    imagebutton:   ######WORD
        xanchor 0.5
        yanchor 0.5
```

```
    xpos 0.08
    ypos 0.35
    idle "dot_idle.png"
    hover "dot_hover.png"
    action Jump("cantdothatlast")

imagebutton:   ######GOOGLE
    xanchor 0.5
    yanchor 0.5
    xpos 0.08
    ypos 0.22
    idle "dot_idle.png"
    hover "dot_hover.png"
    action Jump("cantdothatlast")

imagebutton:   ######BIN
    xanchor 0.5
    yanchor 0.5
    xpos 0.08
    ypos 0.1
    idle "dot_idle.png"
    hover "dot_hover.png"
    action Jump("cantdothatlast")

imagebutton:   ######MAZE
    xanchor 0.5
    yanchor 0.5
    xpos 0.08
    ypos 0.64
    idle "dot_idle.png"
    hover "dot_hover.png"
    action Jump("cantdothatlast")

imagebutton:   ######XOX
    xanchor 0.5
    yanchor 0.5
    xpos 0.08
    ypos 0.78
    idle "dot_idle.png"
    hover "dot_hover.png"
    action Jump("playXOX")

imagebutton:   ######powerbutton
    xanchor 0.5
```

```
        yanchor 0.5
        xpos 0.012
        ypos 0.96
        idle "dot_idle.png"
        hover "dot_hover.png"
        action Jump("cantdothatlast")

label cantdothatlast:
g "I'll play one more game before I go to sleep."
jump  playothergame

label playXOX:
"Loading..."
"."
".."
"..."
"...."
label xoxmainmenu:
scene bg xox mainmenu
with dissolve

call screen xoxmenu
screen xoxmenu:
    imagebutton:  ######NEWGAME
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.62
        idle "---_idle.png"
        hover "---_hover.png"
        action Jump("xoxnewgame")

    imagebutton:  ##########QUIT
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.77
        idle "--_idle.png"
        hover "--_hover.png"
        action Jump("cantquit")

label cantquit:
g "I think I'll play this game before I go to sleep."
jump xoxmainmenu
```

```
label xoxnewgame:
scene bg xox a1
with dissolve

call screen xoxa1
screen xoxa1:
    imagebutton:  ##########################    mid mid
################################################ this leads to bg xox a2
        xanchor 0.5
        yanchor 0.5
        xpos 0.49
        ypos 0.52
        idle "100xblank_idle.png"
        hover "100xblank_hover.png"
        action Jump("xox_a2")
    imagebutton:  ##########  top middle
        xanchor 0.5
        yanchor 0.5
        xpos 0.49
        ypos 0.35
        idle "100xblank_idle.png"
        hover "100xblank_hover.png"
        action Jump("whythere")
    imagebutton:  ##########  mid left
        xanchor 0.5
        yanchor 0.5
        xpos 0.35
        ypos 0.52
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("xox_b1")

    imagebutton:  ##########  mid right
        xanchor 0.5
        yanchor 0.5
        xpos 0.63
        ypos 0.52
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("whythere")
    imagebutton:  ##########  bottom right
        xanchor 0.5
```

```
        yanchor 0.5
        xpos 0.63
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("xox_d1")
    imagebutton:  ##########  bottom left
##########################  B
        xanchor 0.5
        yanchor 0.5
        xpos 0.35
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("xox_c1")
    imagebutton:  ##########  bottom mid
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.7
        idle "100xblank_idle.png"
        hover "100xblank_hover.png"
        action Jump("whythere")
##################################################################
######################

label xox_d1:
scene bg xox d1
with dissolve
scene bg xox d1
with dissolve
scene bg xox d1
with dissolve
scene bg xox d2
with dissolve

call screen xoxc1
screen xoxc1:
    imagebutton:  ##########  bottom left
##########################  B
        xanchor 0.5
        yanchor 0.5
        xpos 0.35
        ypos 0.7
```

```
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("xox_d2")

label xox_d2:
scene bg xox d3
with dissolve
scene bg xox d3
with dissolve
scene bg xox d3
with dissolve
scene bg xox d4
with dissolve


call screen xoxd2
screen xoxd2:
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.7
        idle "100xblank_idle.png"
        hover "100xblank_hover.png"
        action Jump("xox_d5")

label xox_d5:
scene bg xox d5
with dissolve
scene bg xox d5
with dissolve
scene bg xox a6
with dissolve
scene bg xox a6
with dissolve
scene bg xox a6
with dissolve

scene bg xox win
with dissolve

"Click to continue."

scene bg xox playagain
```

```
with dissolve

call screen playagain1strunb6
screen playagain1strunb6:
    imagebutton:  ##########################  left 'yes'
        xanchor 0.5
        yanchor 0.5
        xpos 0.17
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("second_run")
    imagebutton:  ##########################  right 'no'
        xanchor 0.5
        yanchor 0.5
        xpos 0.84
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("quitxoxsleep")

label xox_c1:
scene bg xox c1
with dissolve
scene bg xox c1
with dissolve
scene bg xox c1
with dissolve
```

```
scene bg xox c2
with dissolve

call screen xoxc2
screen xoxc2:
    imagebutton:  ##########################   mid mid
        xanchor 0.5
        yanchor 0.5
        xpos 0.63
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("xox_c3")

label xox_c3:
scene bg xox c3
with dissolve
scene bg xox c3
with dissolve
scene bg xox c3
with dissolve
scene bg xox c4
with dissolve

call screen xoxc3
screen xoxc3:
    imagebutton:  ##########################   mid mid
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.7
        idle "100xblank_idle.png"
        hover "100xblank_hover.png"
        action Jump("xox_c5")

label xox_c5:
scene bg xox c5
with dissolve
scene bg xox c5
with dissolve
scene bg xox c6
with dissolve
scene bg xox c6
with dissolve
```

```
scene bg xox c6
with dissolve

scene bg xox win
with dissolve

"Click to continue."

scene bg xox playagain
with dissolve

call screen playagain1strunb6
screen playagain1strunb6:
    imagebutton:  ##########################  left 'yes'
        xanchor 0.5
        yanchor 0.5
        xpos 0.17
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("second_run")
    imagebutton:  ##########################  right 'no'
        xanchor 0.5
        yanchor 0.5
        xpos 0.84
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("quitxoxsleep")
```

```
##########################################################
#####################################3

label  xox_b1:
scene bg xox b1
with dissolve
scene bg xox b1
with dissolve
scene bg xox b2
with dissolve

call screen xoxb1
screen xoxb1:
    imagebutton:  ##########################   mid mid
        xanchor 0.5
        yanchor 0.5
        xpos 0.49
        ypos 0.52
        idle "100xblank_idle.png"
        hover "100xblank_hover.png"
        action Jump("xox_b3")

label xox_b3:
scene bg xox b3
with dissolve
scene bg xox b3
with dissolve
scene bg xox b4
with dissolve

call screen xoxb2
screen xoxb2:
    imagebutton:  ##########################
        xanchor 0.5
        yanchor 0.5
        xpos 0.63
        ypos 0.52
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("xox_b4")
    imagebutton:  ##########  bottom right
        xanchor 0.5
        yanchor 0.5
        xpos 0.63
```

```
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("xox_b6")

label xox_b6:
scene bg xox b6
with dissolve
scene bg xox b6
with dissolve
scene bg xox a6
with dissolve
scene bg xox a6
with dissolve
scene bg xox a7
with dissolve
scene bg xox win
with dissolve

"Click to continue."

scene bg xox playagain
with dissolve

call screen playagain1strunb6
screen playagain1strunb6:
    imagebutton:  ##########################  left 'yes'
        xanchor 0.5
        yanchor 0.5
        xpos 0.17
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("second_run")
    imagebutton:  ##########################  right 'no'
        xanchor 0.5
        yanchor 0.5
        xpos 0.84
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("quitxoxsleep")

label xox_b4:
```

```
scene bg xox b5
with dissolve
scene bg xox b5
with dissolve
scene bg xox b7
with dissolve
scene bg xox b7
with dissolve
scene bg xox b7
with dissolve
scene bg xox win
with dissolve

"Click to continue."

scene bg xox playagain
with dissolve

label playagain1strunb:
call screen playagain1strunb
screen playagain1strunb:
    imagebutton:  ##########################  left 'yes'
        xanchor 0.5
        yanchor 0.5
        xpos 0.17
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("gotosleep")
    imagebutton:  ##########################  right 'no'
        xanchor 0.5
        yanchor 0.5
        xpos 0.84
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("quitxoxsleep")


label onemoregame2:
g "I think I'll play two ore rounds and then I'll call it a day."
jump playagain1strunb
```

```
label whythere:
g "Why would I wanna place there?"
jump xoxnewgame

##########################################################
##################################
label xox_a2:
scene bg xox a2
with dissolve

label xox_a3:
scene bg xox a2
with dissolve

scene bg xox a2
with dissolve
```

```
scene bg xox a3
with dissolve


call screen xoxa3
screen xoxa3:
    imagebutton:  ##########################  this leads to bg xox a4
        xanchor 0.5
        yanchor 0.5
        xpos 0.63
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("xox_a4")

label xox_a4:
scene bg xox a4
with dissolve

call screen xoxa4
screen xoxa4:
    imagebutton:  ##########################  this leads to bg xox a4
        xanchor 0.5
        yanchor 0.5
        xpos 0.63
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("xox_a5")

label xox_a5:
scene bg xox a5
with dissolve
scene bg xox a5
with dissolve
scene bg xox a6
with dissolve
scene bg xox a6
with dissolve
scene bg xox a6
with dissolve
scene bg xox win
with dissolve
```

```
"Click to continue."


label optionsleep:
scene bg xox playagain ########## It leads here
with dissolve

call screen gotosleep
screen gotosleep:
    imagebutton:  ##########################  left 'yes'
        xanchor 0.5
        yanchor 0.5
        xpos 0.17
        ypos 0.7
        idle "300x160_idle.png"
        hover
"300x160_hover.png"#####################################
#################################
        action Jump("gotosleep")
    imagebutton:  ##########################  right 'no'
        xanchor 0.5
        yanchor 0.5
        xpos 0.84
        ypos 0.7
        idle "300x160_idle.png"
        hover "300x160_hover.png"
        action Jump("quitxoxsleep")


label gotosleep:
g "{i}Yawn{/i}"
g "I think that's enough for today."
g "Time to go to sleep."
jump optionsleep



label nomoreplaying:
label quitxoxsleep:
scene bg xox mainmenu
with dissolve

call screen xoxmenusleep
```

```
screen xoxmenusleep:
    imagebutton:  ######NEWGAME
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.62
        idle "---_idle.png"
        hover "---_hover.png"
        action Jump("enough")

    imagebutton:  ##########QUIT
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.77
        idle "--_idle.png"
        hover "--_hover.png"
        action Jump("quitxox")

label enough:
g "That's enough for today."
jump nomoreplaying
jump quitxox




##################################################################
##################################
label gotosleep1:

scene bg macy room one
with dissolve

call screen chaponesleep
screen chaponesleep:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
```

```
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("gotosleep2")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("gotosleep3")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.1
        ypos 0.8
        idle "bedtwo_idle.png"
        hover "bedtwo_hover.png"
        action Jump("chap1sleep")

label quitxox:
label gotosleep2:
scene bg macy room two
with dissolve

call screen chaponesleep2
screen chaponesleep2:

    imagebutton:
        xanchor 0.10
        yanchor 0.8
        xpos 0.9
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("gotosleep3")


    imagebutton:
        xanchor 0
```

```
        yanchor 0.8
        xpos 0.03
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("gotosleep1")



label gotosleep3:
scene bg macy room three
with dissolve

call screen chaponesleep3
screen chaponesleep3:

    imagebutton:
        xanchor 0.10
        yanchor 0.8
        xpos 0.9
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("gotosleep1")


    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.05
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("gotosleep2")




##################################################################################################################
####

label chap1sleep:
```

```
scene bg intro0
with dissolve
scene bg intro0
with dissolve
scene bg intro0
with dissolve
"Click to continue."

scene bg intro0
with dissolve
scene bg intro0
with dissolve
scene bg nextday
with dissolve
scene bg intro0
with dissolve
scene bg intro0
with dissolve
scene bg intro0
with dissolve
```

"."
".."
"..."
e "Macy?"
b "Macy."
b "Wake up, dear."
scene bg macy room one
with dissolve
b "Time for you to go to school."
a "Mooom, 5 more minutes! I was having a nice dream."
a "I'm still sleepy."
b "It's raining outside. You don't wanna be late for school now do you?"
a "But Im so sleepy mom."
b "Hmmmm, lemme guess, you stayed up all night again?"
a "I played some games but I didn't stay up that long."
b "Hmmm, really?"
a "Yes!"
b "."
b "Ok, I trust you dear, but next time please sleep early."
a "Sure thing Mom."
b "Im going downstairs dear. I'll check on your {b}father{/b}."
a "What's today's breakie by the way?"
b "We got some leftover {b}mushroom stew from last night.{/b}"
a "Oh, nice!."
a "There's no better way to start the day with mushroom stew."
b "I've heated it up just the way you like it."
b "Now go clean your bed and go downstairs."
a "Got it mom."

g "."
g ".."
g "{i}Yawn{/i}"
g "What should i do?"
g "Mom woke me up so early."

```
g "My class is gonna start at 7am, but its only 5 in the morning."

hide macy happy at left

menu:
    a "What should i do?"

    "Stay for a while.":

        a "A 5 minute nap wouldn't hurt."
        jump  cat_intro

    "Go to my brother's room.":

        a "."
        jump third_scene


label third_scene:
"{b}<This route is still under development>{/b}."
jump  cat_intro



label cat_intro:

scene bg macy room one
with dissolve

call screen milk

label end:

    jump cat_intro_two


screen milk:
    imagebutton:
        xanchor 0.3
        yanchor 0.6
        xpos 0.5
        ypos 0.8
        idle "cleo_idle.png"
        hover "cleo_hover.png"
```

```
        action Jump("cat_intro_two")

    imagebutton:
        xanchor 0.3
        yanchor 0.5
        xpos 0.1
        ypos 0.8
        idle "bed_idle.png"
        hover "bed_hover.png"
        action Jump("dream_scene")


label get_milk:

"."



label cat_intro_two:
"."
".."
menu:
    g "Should i check on my feline friend?"

    "Check Cleo.":

        a "Hey there Kitty!"
        jump cat_scene

    "Check up on her later.":

        a "*Yawns*"
        a "Sorry Cleo."
        a "I'll talk to you later."
        a "Im just gonna take a quick nap."
        f "Meow."
        f "."
        f ".."
        f "*Sad Cat Noises*"
        jump cat_intro


return
```

```
label cat_scene:


show macy happy with dissolve
scene bg cleo on carpet
with dissolve

a "Aww look at you all snuggled up!"
f "Meow."
a "I'm sorry, did mom woke you up too?"
f "Meow."
f "."
f "*licks left hand*"
a "Do you want some milk, Cleo?"
f "."
f ".."
f "*Continues to lick left hand*"
f "*Completely ignores you*"
a "I'll take that as a yes."


label macy_room_two:
scene bg macy room two
with dissolve


call screen milktwo

screen milktwo:
    imagebutton:
        xanchor 0.10
        yanchor 7
        xpos 0.8
        ypos 0.7
        idle "milk_idle.png"
        hover "milk_hover.png"


        action Jump("milk_scene")



return
```

```
label milk_scene:

    a "Got it!"

scene bg macy room one
with dissolve

call screen milkquest
screen milkquest:


    imagebutton:
        xanchor 0.3
        yanchor 0.6
        xpos 0.5
        ypos 0.8
        idle "cleo_idle.png"
        hover "cleo_hover.png"
        action Jump("cat_feeding")



return


label cat_feeding:
scene bg cleo on carpet
scene bg cleo drinking milk
with dissolve

a "Here you go Cleo."
a "Drink all of it for me, okie?"
f  "{i}Meow{/i}"
f "Thanks hooman~."
a "Alright, now that that's taken care of, time for me take a quick nap."



label free_roam:
scene bg macy room one
with dissolve

call screen free_roam
```

```
screen free_roam:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("free_roam_two")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("free_roam_three")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.1
        ypos 0.8
        idle "bedtwo_idle.png"
        hover "bedtwo_hover.png"
        action Jump("room_scene")


return

label free_roam_two:
scene bg macy room two
with dissolve

call screen free_roam_two
screen free_roam_two:

    imagebutton:
        xanchor 0.10
        yanchor 0.8
        xpos 0.9
```

```
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("free_roam_three")


    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.03
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("free_roam")


label free_roam_three:
scene bg macy room three
with dissolve

call screen free_roam_three
screen free_roam_three:

    imagebutton:
        xanchor 0.10
        yanchor 0.8
        xpos 0.9
        ypos 0.4
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("free_roam")


    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.03
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("free_roam_two")
```

```
label room_scene:
menu:
    "End limited free roam?"

    "Yes.":

        jump dream_scene

    "Nope.":

        a "."
        jump free_roam


return

label dream_scene:


"{i}Lies down in Bed{/i}"
"{i}Closes Eyes{/i}"

"."
".."

scene bg black
with dissolve

"{i}Falls alseep{/i}"

"zzz"
"zzzzz"
```

"."
".."
"{i}Few minutes later{/i}"
scene bg 1
with dissolve
a "?"
a "."
a ".."

scene bg 14
with dissolve
a "Wh-What is this place?"
a "Where am I?"

scene bg 13
with dissolve
a "."
a ".."
"{i}silence{/i}"

scene bg 19
with dissolve
a "Hello?"

scene bg 15
with dissolve
a "."
a ".."

scene bg 16
with dissolve
a "Anbody there?"

scene bg 11
with dissolve
a "."
a ".."
"{i}silence{/i}"

scene bg 12

```
with dissolve
a "How the heck did i got here?"
a "Is this a dream?"
a "Am i dreaming right now?"
a "Or am i having a nightmare?"
a "If i am, i REALLY wanna wake up."

scene bg 13
with dissolve
a "There has GOT to be a way out of here."
jump chapter_one_abyss




label left:

scene bg 15
with dissolve

call screen left
screen left:

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("leftleft")

label leftleft:

scene bg 4
with dissolve

"."

call screen updown
screen updown:

    imagebutton:
        xanchor 0.
```

```
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("leftleftop")


    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("leftleftbottom")

label leftleftbottom:
scene bg 5
with dissolve



"."

label r1:
call screen r1
screen r1:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("leftleft")


    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.9
```

```
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("r1down")

label r1down:
scene bg 6
with dissolve

"11"

call screen r2left
screen r2left:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("r2left")


    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("r1")

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("secondnote")

label secondnote:
scene bg 7
with dissolve
```

```
"."
call screen secondnote
screen secondnote:
    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("secondnote1")


label secondnote1:
scene bg 8
with dissolve


call screen secondnote1
screen secondnote1:
    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("secondnote2")

label secondnote2:
scene bg 9
with dissolve

"."

call screen secondnote2
screen secondnote2:
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.9
        idle "bottom_idle.png"
```

```
        hover "bottom_hover.png"
        action Jump("secondnote3")


label secondnote3:
scene bg 10
with dissolve

"note no. 2"

call screen secondnote4
screen secondnote4:
    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("r1down")




label r2left:
scene bg 11
with dissolve

"2."

call screen r3left
screen r3left:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("r3left")


label r3left:
```

```
scene bg 12
with dissolve

"3."



call screen r4left
screen r4left:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("r4left")



label r4left:
scene bg 13
with dissolve

"4"

call screen r5left
screen r5left:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("r5left")



label r5left:
scene bg 14
with dissolve
```

"5."

```
call screen r6left
screen r6left:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("r6left")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("r4left")


label r6left:
scene bg 15
with dissolve
```

"6."

```
call screen r7left
screen r7left:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("r7")
```

```
    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("r5left")



label r7:
scene bg 16
with dissolve

"7."

call screen r8left
screen r8left:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("bottom")

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("r6left")


label bottom:
scene bg 3
with dissolve
```

"81."

```
call screen r9left
screen r9left:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("top")

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("r7")

return
```

```
label leftleftop:


scene bg 6
with dissolve
```

```
call screen leftleftop
screen leftleftop:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("leftleftoptop")

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("leftleft")



label leftleftoptop:

scene bg 18
with dissolve
"."

call screen left1
screen left1:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("left1")

    imagebutton:
        xanchor 0.
```

```
        yanchor 0.5
        xpos 0.091
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("leftleftop")

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("firstnote1")


label firstnote1:
scene bg 19
with dissolve

"."

call screen note1
screen note1:

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("firstnote2")


label firstnote2:
scene bg 20
with dissolve

"."

call screen note2
screen note2:
```

```
    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("firstnote3")

label firstnote3:
scene bg 1
with dissolve

"."


call screen note3
screen note3:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("firstnote4")

label firstnote4:
scene bg 2
with dissolve


"note no.1"

call screen note4
screen note4:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
```

```
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("leftleftoptop")

return




label left1:


scene bg 9
with dissolve


call screen left2
screen left2:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("left2")

label left2:

scene bg 13
with dissolve
a "Oh God."
a "I think i'm lost."

call screen down1
screen down1:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
```

```
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("down1")


return

label down1:


scene bg 11
with dissolve


call screen down2
screen down2:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("chapter_one_abyss")

return



label chapter_one_abyss:

scene bg 13
with dissolve

call screen chapter_one_abyss
screen chapter_one_abyss:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
```

```
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("right")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("left")









label right:


scene bg 20
with dissolve
"."


scene bg 19
with dissolve
a "Mom?"
a "Dad?"
a "Marlow?"
a "Where are you guys?"


call screen chapter_one_abyss_two
screen chapter_one_abyss_two:

    imagebutton:
        xanchor 0.10
```

```
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("right_two")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("chapter_one_abyss")

label right_two:


scene bg 4
with dissolve
"2"

call screen chapter_one_abyss_three
screen chapter_one_abyss_three:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("top")


    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
```

```
        action Jump("bottom")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("right")


label top:


scene bg 18

"3"

call screen chapter_one_abyss_four
screen chapter_one_abyss_four:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("top_two")


label top_two:


scene bg 11
"5."

call screen chapter_one_abyss_five
screen chapter_one_abyss_five:

    imagebutton:
        xanchor 0.10
```

```
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("right_three")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.8
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("left2")




label right_three:


scene bg 15
"6."



call screen chapter_one_abyss_six
screen chapter_one_abyss_six:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("right_four")

label right_four:
```

```
scene bg 3
"7."

call screen chapter_one_abyss_seven
screen chapter_one_abyss_seven:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("right_five")

label right_five:
scene bg 21
with dissolve

a "!"

a "I-is that what i think it is?!"
a "Is that..."
a "..blood?!"

menu:
    "What do i do now?"

    "Follow the blood.":

        jump blood_tracks

    "Go to a different path.":

        jump new_path


label blood_tracks:

call screen follow_the_blood
screen follow_the_blood:

    imagebutton:
```

```
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("follow_the_blood_1")

label follow_the_blood_1:

scene bg 22
with dissolve

call screen follow_the_blood_one
screen follow_the_blood_one:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("follow_the_blood_down")


label follow_the_blood_down:

scene bg 23
with dissolve

" This place is creeping me out."


call screen follow_the_blood_left
screen follow_the_blood_left:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
```

```
        action Jump("follow_the_blood_left")


label follow_the_blood_left:


scene bg 24
with dissolve


call screen follow_the_blood_left_two
screen follow_the_blood_left_two:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.15
        ypos 0.8
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("follow_the_blood_left_two")

label follow_the_blood_left_two:


scene bg house 1
with dissolve

a "!"
a "It's a house!"
a "Maybe there's someone inside."

call screen get_inside_the_house
screen get_inside_the_house:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("get_inside_the_house_two")
```

```
label get_inside_the_house_two:

scene bg house 2
with dissolve

call screen get_inside_the_house_two
screen get_inside_the_house_two:

    imagebutton:
        xanchor 0.
        yanchor 0.5
        xpos 0.091
        ypos 0.7
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("get_inside_the_house_three")

label get_inside_the_house_three:

scene bg house 3
with dissolve

label the_door:

scene bg door
with dissolve

menu:
    "What do i do now?"

    "Knock on the door.":

        jump knock

    "Open the door.":

        jump Open_the_door


label knock:

"{i}*Knocks*{/i}"
a "Help!"
a "Is Anyone there?"
```

```
a "Please!"
a "I need help!"
"."
".."
"..."
"{i}Silence{/i}"
"{i}Noone answers{/i}"
jump the_door

label Open_the_door:

a "."
a ".."
a "Its locked."
a "Guess i'll look for a new way to get in."
a "Maybe there's another door on the other side."


scene bg door
with dissolve

call screen roamoutsideofhouse
screen roamoutsideofhouse:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("righthouse")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lefthouse")
```

```
label righthouse:

scene bg righthouse1
with dissolve


label b1:

scene bg righthouse1
with dissolve

"ooo"



call screen b1
screen b1:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("b2")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lefthouse")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.4
        ypos 0.7
        idle "door_idle.png"
```

```
        hover "door_hover.png"
        action Jump("doorknob2")



return









label b2:

scene bg righthouse2
with dissolve

"2"

call screen b2
screen b2:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("b3")


    imagebutton:
        xanchor 0
        yanchor 0.5
```

```
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("b1")

label b3:

scene bg righthouse3
with dissolve

"3"

call screen b3
screen b3:

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("b2")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("b4")

label b4:

scene bg righthouse4
with dissolve


"4"

call screen b4
screen b4:
```

```
    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("b3")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("b5")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.3
        ypos 0.7
        idle "blank_idle.png"
        hover "blank_hover.png"
        action Jump("backhouse")

label b5:

scene bg 10
with dissolve

"56."

call screen b5
screen b5:

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
```

```
        hover "rightback_arrow_hover.png"
        action Jump("b4")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.1
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("bdeadbody")


    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("b6")



label b6:

scene bg 5
with dissolve

call screen b6
screen b6:


    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("b7")

    imagebutton:
        xanchor 0
```

```
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("b5")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("b9")



label b7:

scene bg key1
with dissolve


call screen b7
screen b7:


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("b6")

    imagebutton:
        xanchor 0.3
        yanchor 0.5
        xpos 0.4
        ypos 0.8
        idle "-_idle.png"
        hover "-_hover.png"
```

```
        action Jump("b8")

label b8:

a "!"

scene bg key1
with dissolve

a "There's a key on the floor!"

menu:

    "Take it.":
        a "This could be the key to the house."


        jump takekey

    "Leave it for now.":


        jump b7

return


label b9:


scene bg 11
with dissolve

call screen b9
screen b9:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("b10")
```

```
label b10:


scene bg 12
with dissolve


call screen b10
screen b10:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("b11")


label b11:


scene bg 13
with dissolve

call screen b11
screen b11:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("b12")


label b12:

scene bg house far
with dissolve
```

```
"{i}*I'm getting a little far away from that house.*{/i}"
"{i}*I need to get back.*{/i}"
"{i}*I don't wanna get lost here.*{/i}"

jump righthouse




label lefthouse:

scene bg lefthouse1
with dissolve

label a1:


scene bg lefthouse1
with dissolve

"a1"

call screen a1
screen a1:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("righthouse")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
```

```
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("a2")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.6
        ypos 0.9
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("doorknob2")



label a2:

scene bg lefthouse2
with dissolve


call screen a2
screen a2:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("a1")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("a3")
```

```
label a3:

"a3"

scene bg lefthouse3
with dissolve

call screen a3
screen a3:

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("a4")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("a2")

label a4:

scene bg lefthouse4
with dissolve

"4"

call screen a4
screen a4:

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
```

```
        hover "rightback_arrow_hover.png"
        action Jump("a5")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("a3")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.8
        ypos 0.8
        idle "blank_idle.png"
        hover "blank_hover.png"
        action Jump("backhouse")

return

label backhouse:


scene bg backofhouse
with dissolve

call screen backhouse
screen backhouse:

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("b4")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
```

```
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("a4")









label a5:

"5"

scene bg 15
with dissolve


call screen a5
screen a5:

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("a6")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("a4")
```

```
label a6:

"a6."

scene bg 3
with dissolve

call screen a6
screen a6:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.1
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("deadbody")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("a5")

return




label aa1:

scene bg left 1 r
with dissolve
```

```
"aa1"


call screen aa1
screen aa1:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("righthouse")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("a2")
return




label aa2:

"aa2"

scene bg left 2 r
with dissolve

call screen aa2
screen aa2:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
```

```
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("aa1")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("a3")

label aa3:

"aa3"

scene bg left 2 r
with dissolve

call screen aa3
screen aa3:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("aa1")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("a5")
```

```
label aa4:

scene bg left 4 r
with dissolve

"aa4"


call screen aa4
screen aa4:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("aa3")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("a6")

label aa5:

scene bg left 5 r
with dissolve

"aa5"

call screen aa5
screen aa5:

    imagebutton:
        xanchor 0.10
```

```
    yanchor 0.5
    xpos 0.9
    ypos 0.5
    idle "back_arrow_idle.png"
    hover "back_arrow_hover.png"
    action Jump("aa4")


imagebutton:
    xanchor 0
    yanchor 0.5
    xpos 0.03
    ypos 0.5
    idle "rightback_arrow_idle.png"
    hover "rightback_arrow_hover.png"
    action Jump("a6")
```

```
label doorknob:

"door."

call screen doorknob
screen doorknob:

    imagebutton:
        xanchor 0.10
```

```
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("righthouse")


    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("lefthouse")



label bdeadbody:

scene bg dbdy 1
with dissolve


call screen deadbodyb
screen deadbodyb:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_idle.png"
        action Jump("5b")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.1
        idle "top_idle.png"
        hover "top_hover.png"
```

```
        action Jump("a6")

    imagebutton:
        xanchor 1
        yanchor 0.5
        xpos 0.04
        ypos 0.6
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("corpse")


label corpse:
"!"
"k"


"I-is that what i think it is?!"
"No way..."
"Its a corpse!"
"This place is creeping me out."

label getclose:

menu:
    a "Should I check the corpse?"

    "Check it.":


        jump  get_close

    "Don't go near it.":


        jump dont_get_closeb

label dont_get_closeb:


scene bg dbdy 1
with dissolve

call screen deadbodyb2
```

```
screen deadbodyb2:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_idle.png"
        action Jump("a6")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.1
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("b5")

    imagebutton:
        xanchor 1
        yanchor 0.5
        xpos 0.04
        ypos 0.6
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("corpse2")

label corpse2:

menu:
    a "Should I check the corpse?"

    "Check it.":


        jump  get_close

    "Don't go near it.":


        jump dont_get_closeb
```

```
label deadbody:

"11"


scene bg dbdy 1
with dissolve


call screen deadbodyb
screen deadbodyb:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_idle.png"
        action Jump("a6")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.1
        idle "top_idle.png"
        hover "top_hover.png"
```

```
        action Jump("b5")

    imagebutton:
        xanchor 1
        yanchor 0.5
        xpos 0.04
        ypos 0.6
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("corpsea")


label corpsea:
scene bg dbdy 2
with dissolve


a "!"
a "I-is that what i think it is?!"
a "No way..."
a "Its a corpse!"
a "This place is creeping me out."

scene bg dbdy 1
with dissolve

label dont_get_close:

call screen deadbodyb2
screen deadbodyb2:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_idle.png"
        action Jump("a6")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
```

```
        ypos 0.1
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("b5")

    imagebutton:
        xanchor 1
        yanchor 0.5
        xpos 0.04
        ypos 0.6
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("corpse2")


return


label doorknob2:

scene bg door
with dissolve


menu:


    "Try to open the door.":

        "This door needs a key."


        jump  righthouse
```

```
label get_close:

label get_close1:

scene bg dbdy 2
with dissolve

call screen deadbodyb3
screen deadbodyb3:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.4
        ypos 0.9
        idle "curtain_idle.png"
        hover "blank_hover.png"
        action Jump("noteread")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.5
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("unknowncorpse")

label unknowncorpse:

scene bg unknown corpse
with dissolve

a "It's skin is still fresh despite being a corpse."
a "How long has it been rotting here?"

jump get_close1
```

```
label noteread:

a "It's a note."

show bg chapter 1 note 4
with dissolve

""

a "{i}.{/i}"

scene bg dbdy 1
with dissolve

call screen noteread
screen noteread:


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_idle.png"
        action Jump("a6")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.1
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("b5")




# key route
label takekey:

scene bg 3
with dissolve
```

```
call screen chapter1key
screen chapter1key:

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("doorroute1")


label takekey2:

scene bg righthouse4
with dissolve


"a"

call screen chapter1key
screen chapter1key:

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("doorroute1")

label doorroute1:

scene bg righthouse3
with dissolve



call screen chapter1key2
screen chapter1key2:
```

```
    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("doorroute2")

label doorroute2:

scene bg righthouse2
with dissolve

call screen chapter1key3
screen chapter1key3:

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("doorroute3")


label doorroute3:
scene bg righthouse1
with dissolve

"a"

call screen chapter1key6
screen chapter1key6:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.4
        ypos 0.8
        idle "door_idle.png"
        hover "door_hover.png"
```

```
        action Jump("doorunlocked2")

label doorunlocked2:


scene bg door
with dissolve

menu:

    "Use key.":


        jump insideofhouse

label insideofhouse:

scene bg door 2
with dissolve

scene bg door 3
with dissolve

scene bg door 4
with dissolve

"*{i}It opened!{/i}*"

scene bg chapter1-dreadgruntshouse
with dissolve

call screen thehouse
screen thehouse:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.5
        ypos 0.5
        idle "bg_blank_idle.png"
        hover "bg_blank_hover.png"
        action Jump("livingroom")
```

```
label livingroom:
scene bg living room
with dissolve


call screen thehouse2
screen thehouse2:

    imagebutton:
        xanchor 0.9
        yanchor 0.0
        xpos 0.8
        ypos 0.4
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("tv")

    imagebutton:
        xanchor 0.9
        yanchor 0.5
        xpos 0.1
        ypos 0.6
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("drawer")

    imagebutton:
        xanchor 0.3
        yanchor 0.3
        xpos 0.93
        ypos 0.75
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("vase")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.9
        ypos 0.1
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("bedroom")
```

```
    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.1
        ypos 0.1
        idle "top_idle.png"
        hover "top_hover.png"
        action Jump("kitchen")


return


#KITCHEN
label kitchen:
scene bg kitchen
with dissolve


call screen kitchen
screen kitchen:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.04
        ypos 0.9
        idle "bottom_idle.png"
        hover "door_hover.png"
        action Jump("livingroom")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.94
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("bedroom")


    imagebutton:
        xanchor 0.5
```

```
        yanchor 0.5
        xpos 0.55
        ypos 0.75
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("diningtable")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.15
        ypos 0.75
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("diningtable")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.35
        ypos 0.5
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("diningtable")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.45
        ypos 0.3
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("fridge")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.75
        ypos 0.2
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("fridge")
return
```

```
label fridge:
scene bg fridge
with dissolve

call screen kitchentwo
screen kitchentwo:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.88
        ypos 0.3
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("fridgetop")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.88
        ypos 0.65
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("fridgebottom")



    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.96
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("kitchen")


return

label fridgebottom:

"a"
jump kitchen
```

```
label fridgetop:
"a"
jump kitchen



label diningtable:
scene bg diningtable
with dissolve


call screen diningtable
screen diningtable:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.55
        ypos 0.25
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("plant")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.25
        ypos 0.6
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("chair")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.78
        ypos 0.6
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("chair")
return
```

```
label plant:
scene bg plant
with dissolve
a "I've never seen this kind of plant before."
a "What's it doing here?"
jump kitchen

label chair:
a "It's so old and dusty."
jump diningtable




label oven:









##################################################################################################################################

label bedroom:
scene bg bedroom
with dissolve

call screen bedroom
screen bedroom:

    imagebutton:
        xanchor 0.5
```

```
        yanchor 0.5
        xpos 0.55
        ypos 0.7
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("insidebedroom")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("kitchen")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.9
        ypos 0.8
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("livingroom")




label insidebedroom:

scene bg bedroomtwo
with dissolve

scene bg bedroomthree
with dissolve

scene bg bedroomfour
with dissolve
```

```
label insidebedroomtwo:
scene bg insidebedroom
with dissolve


#THE BEDROOM
label chap2bedroom:
scene bg insidebedroom
with dissolve
call screen bedroomtwo
screen bedroomtwo:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.65
        ypos 0.65
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("seconddrawer")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "door_idle.png"
        hover "door_hover.png"
        action Jump("closet")

    imagebutton:
        xanchor 0.3
        yanchor 0.5
        xpos 0.1
        ypos 0.65
        idle "bed_idle.png"
        hover "bed_hover.png"
        action Jump("thebed")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.3
```

```
        ypos 0.9
        idle "bottom_idle.png"
        hover "bottom_hover.png"
        action Jump("noisethedread")


return


jump insidebedroomtwo

label closet:
scene bg closet
with dissolve



call screen closet
screen closet:

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.55
        ypos 0.5
        idle "mc_idle.png"
        hover "mc_hover.png"
        action Jump("closetopen")

label closetopen:
scene bg closetopen
with dissolve

g "There's nothing inside."

call screen closettwo
screen closettwo:

    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
```

```
        hover "rightback_arrow_hover.png"
        action Jump("insidebedroomtwo")




label seconddrawer:
scene bg seconddrawer
with dissolve

call screen seconddrawer
screen seconddrawer:



    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.67
        ypos 0.3
        idle "dot_idle.png"
        hover "dt_hover.png"
        action Jump("seconddraweropen")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.35
        ypos 0.3
        idle "dot_idle.png"
        hover "dt_hover.png"
        action Jump("seconddraweropen")

    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.68
        ypos 0.55
        idle "dot_idle.png"
        hover "dt_hover.png"
```

```
        action Jump("bottomraweropen")


    imagebutton:
        xanchor 0.5
        yanchor 0.5
        xpos 0.35
        ypos 0.55
        idle "dot_idle.png"
        hover "dt_hover.png"
        action Jump("bottomraweropen")




    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.03
        ypos 0.5
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("insidebedroomtwo")

    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.93
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("closet")









label seconddraweropen:
```

```
scene bg seconddraweropen
with dissolve

a "Its empty."

jump seconddrawer

label bottomraweropen:
scene bg seconddraweropen

"!"
"There's a note."

jump seconddrawer



label drawer:

scene bg drawer
with dissolve


call screen drawer
screen drawer:

    imagebutton:
        xanchor 0.5
        yanchor 0.7
        xpos 0.6
        ypos 0.6
        idle "blank_idle.png"
        hover "blank_hover.png"
        action Jump("bottomdrawer")

    imagebutton:
        xanchor 0.5
        yanchor 0.1
```

```
        xpos 0.6
        ypos 0.3
        idle "blank_idle.png"
        hover "blank_hover.png"
        action Jump("topdrawer")

    imagebutton:
        xanchor 0.10
        yanchor 0.5
        xpos 0.9
        ypos 0.5
        idle "back_arrow_idle.png"
        hover "back_arrow_hover.png"
        action Jump("livingroom")


return


label topdrawer:
scene bg opendrawer
with dissolve


a "Its empty."

jump drawer

label bottomdrawer:
scene bg opendrawer
with dissolve

a "Its empty."

jump drawer


label vase:
scene bg vase
with dissolve


"It's empty."
jump livingroom
```

#If the noise is not turned off it will lead to the other story pathway

label tv:
scene bg television:
with dissolve

call screen tv
screen tv:

    imagebutton:
        xanchor 0.8
        yanchor 0.0
        xpos 0.5
        ypos 0.62
        idle "dt_idle.png"
        hover "dt_hover.png"

```
        action Jump("pressbuttonleft")


    imagebutton:
        xanchor 0.0
        yanchor 0.0
        xpos 0.52
        ypos 0.62
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("pressbuttonright")

    imagebutton:
        xanchor 0
        yanchor 0.8
        xpos 0.03
        ypos 0.4
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("livingroom")



label pressbuttonleft:


menu:

    "Press the button.":
        jump pressleftbutton


    "Leave it alone.":
        jump tv

label pressbuttonright:


menu:

    "Press the button.":
        jump pressrightbutton
```

```
    "Leave it alone.":
        jump tv

label pressleftbutton:

"."
".."
"Nothing happened."

jump tv



label pressrightbutton:

"."
"Nothing happened."

scene bg television:
with dissolve

call screen tvpath
screen tvpath:

    imagebutton:
        xanchor 0.8
        yanchor 0.0
        xpos 0.5
        ypos 0.62
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("pressleftbutton")


    imagebutton:
        xanchor 0.0
        yanchor 0.0
        xpos 0.52
        ypos 0.62
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("pressbuttonrightone")
```

```
label pressbuttonrightone:

menu:

    "Press the button.":
        jump pressrightbuttontwo


    "Leave it alone.":
        jump tv


label pressrightbuttontwo:

"."
"Nothing happened."

call screen tvpathtwo
screen tvpathtwo:

    imagebutton:
        xanchor 0.8
        yanchor 0.0
        xpos 0.5
        ypos 0.62
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("pressleftbutton")


    imagebutton:
        xanchor 0.0
        yanchor 0.0
        xpos 0.52
        ypos 0.62
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("pressbuttonrighthree")

label pressbuttonrighthree:

menu:
```

```
    "Press the button.":
        jump tvon


    "Leave it alone.":
        jump tv


label tvon:

"!"
"The screen turned on."
"But only snow appeared."
"The noise it makes is quite loud."
"Maybe it could be turned off?"

label tvnoise:
call screen tv2
screen tv2:

    imagebutton:
        xanchor 0.8
        yanchor 0.0
        xpos 0.5
        ypos 0.62
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("turnofnoise")


    imagebutton:
        xanchor 0.0
        yanchor 0.0
        xpos 0.52
        ypos 0.62
        idle "dt_idle.png"
        hover "dt_hover.png"
        action Jump("leavenoise")

    imagebutton:
        xanchor 0
        yanchor 0.5
        xpos 0.03
        ypos 0.5
```

```
        idle "rightback_arrow_idle.png"
        hover "rightback_arrow_hover.png"
        action Jump("tvnoisepathway")




label turnofnoise:


menu:

    "Press the button.":
        jump offnoise


    "Leave it alone.":
        jump leavenoise


label offnoise:

"."
".."
"*TV shuts down.*"




##################################################################
##################################################################
jump livingroom
 #PATH TO STORY NO.1!

label thebed:

scene bg bed
with dissolve

a "!"
a "This bed looks like an exact replica of my younger brother's."
```

```
jump chap2bedroom
##########################################################
##########################################################
#####

label noisethedread:
"!"
a "What was that noise?"
a "It came from outside."



menu:

    a "Should I go check it out?"

    "Check it.":
        jump checkit


    "Stay in the room.":
        jump jumpscare


label checkit:
    "w"
return



label jumpscare:

    "q"
return
```

```
##########################################################################
##########################################################################
####


label leavenoise:


menu:

    "Press the button.":
        jump leavenoisetwo


    "Leave it alone.":
        jump tvnoise

label leavenoisetwo:

"."
".."
"Nothing happened."


jump tvnoise
```

label tvnoisepathway:
#PATH TO STORY NO.3!

"r"

This ends the game.
return